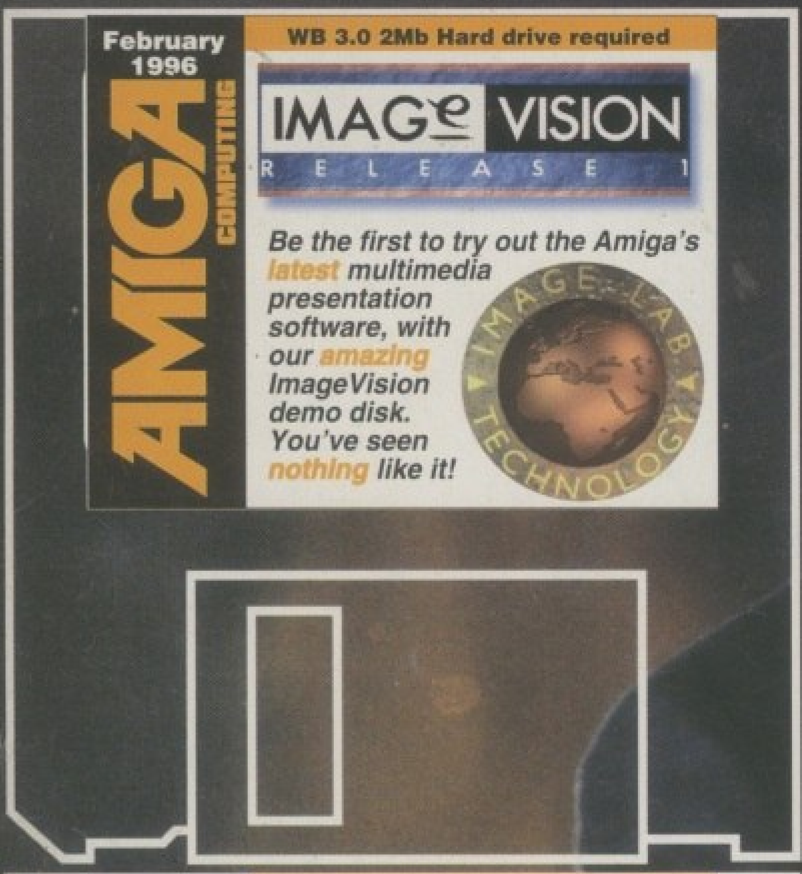
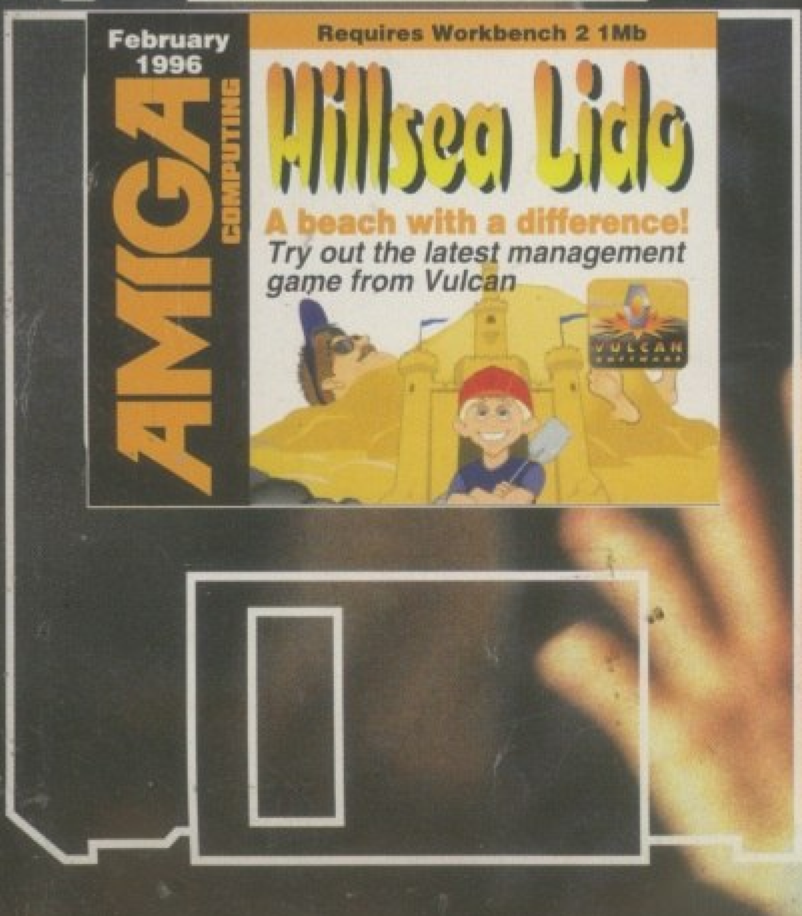
Issue 96 ■ February ■ 1996 ■ £4.50 Overseas price £4.50 Hfl 20

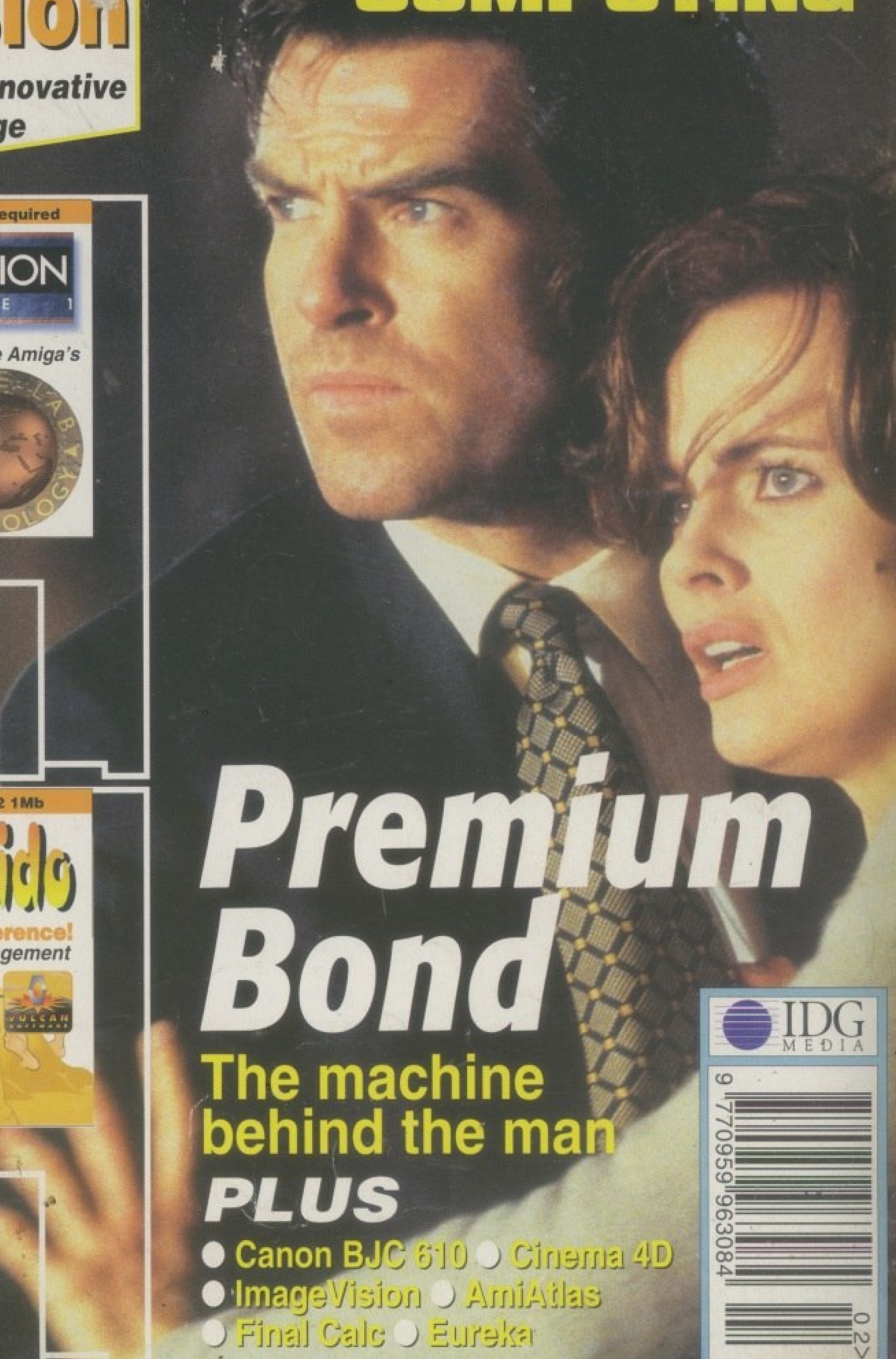
# AMIGA COMPUTING

## ImageVision

**Exclusive demo of this innovative multimedia package**



# Premium Bond

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- Cinema 4D
- ImageVision
- AmiAtlas
- Final Calc
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## XL 1.76MB




## INT.DRIVES



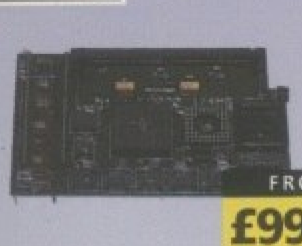

## SYQUEST EZ



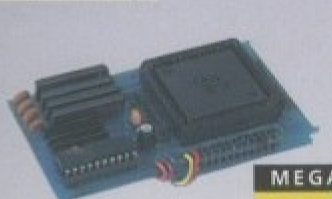

## GVP RAM




## 68020EC




## MEGACHIP




## MEMORY




## SUPER XL DRIVE

The Super XL Drive allows you to store 3.5MB on a high density disk.

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PC880B EXT.POWER DRIVE .. **£49.95**

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PC883 A600/1200 ......... **£35.95**

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1 GIGABYTE 3.5 SCSI ......... **£259**
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**MICROPOLIS**

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120MB 2.5 IDE ............... **£95**

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External IDE hard disk for the A500 comes complete with an internal ROM switcher, and upgradable to 4MB RAM

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PLEASE CALL FOR HD SIZES
MEMORY REQUIRES 30-PIN SIMMS

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External PCMCIA 3.5" IDE hard disk

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ZIP DRIVE 100MB SCSI ..... **£179.95**
100MB DISKETTE .......... **£15.95**
ZIP DRIVE REQUIRES SQUIRREL SCSI INTERFACE

NEW PRODUCT

## SYQUEST EZ135

The Syquest EZ135 drive is an ideal storage device. The EZ Drive stores 135MB on a single 3.5" cartridge and has a seek time of 13.5ms. Comes complete with one 135MB cartridge. (A SCSI interface is required)

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135MB CARTRIDGE ......... **£CALL**

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Backup to 520MB onto a 4hr VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.

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UPGRADE TO VERSION 3 ....... **£20**

## FLOPPY EXPANDER

Save 1.5MB on a standard floppy drive and 3MB when used in conjunction with the XL Drive 1.76.

FLOPPY EXPANDER ........... **£10**

## DISK EXPANDER

Disk Expander can add upto to 50% to your hard drive capacity and works with all drives including SCSI, IDE, Floppies and even the RAM disk. Disk Expander works on any Amiga with any Kickstart.

DISK EXPANDER ......... **£19.95**

## EXTERNAL CASES

SCSI case suitable for CD-ROM/HD/DAT and Optical drives.

5.25" SCSI or IDE CASE ..... **£79.95**
3.5" SCSI or IDE CASE ...... **£79.95**

## SX-32

SX-32 is an internal add-on card for your CD32 and features: VGA port, RGB port, parallel port, serial port, external disk drive port (1.76MB), clock, controller for 2.5" hard disk, and a SIMM socket (up to 8MB). Turn your CD-32 into a A1200.

SX-32 MODULE .......... **£199.95**

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FAT AGNUS 1MB .............. **£19**
FAT AGNUS 2 MB ............. **£29**
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RS232 CABLE ................. **£6**
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WORKBENCH 3.1 A500/2000 .... **£85**
WORKBENCH 3.1 A3000/4000 ... **£95**
ROM SHARE DEVICE ........... **£19**
2.04 ROM CHIP .............. **£25**

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## GVP HC-8 SCSI

SCSI hard card which can fit 8MB of RAM on-board.

HC-8 SCSI CARD ............ **£99**

## GVP G-LOCK

Award winning Amiga Genlock.

G-LOCK AMIGA GENLOCK ..... **£259**

## IO-EXTENDER

Zorro II card that provides an additional serial port, parallel port and connection for optional RS422 and RS232 port. Call for details

ioEXTENDER ................ **£59**

## GVP RAM

Official GVP RAM SIMMs.

4MB GVP RAM ............. **£159**
16MB GVP RAM ............ **£549**

## A2000 68060

A 68060 accelerator board for the A2000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller.

A2000 68040 (0MB RAM) ..... **£TBA**
A2000 68060 (0MB RAM) ..... **£TBA**
4MB STANDARD ADD ..... **£125.95**
4MB GVP ADD ............. **£159**

SPECIAL OFFER

## MODEMS

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X-LINK TRUE V34 28.8 BT APPROVED **£229.95**
TRAPFAX MODEM SOFTWARE ... **£49**
ALL MODEMS INCLUDE SOFTWARE AND CABLES

## HI-SOFT

SQUIRREL SCSI INTERFACE ... **£59.95**
AURA ................... **£79.95**
MEGALOSOUND ............ **£29.95**

squirrel scsi interface included where you see this logo

## SURF SQUIRREL

Surf Squirrel offers an even higher SCSI performance, auto-booting, and ultra-fast serial port. Surf Squirrel is the ideal expansion peripheral for your Amiga 1200. Please call for more information.

SURF SQUIRREL ........... **£POA**

## SQUIRREL MPEG

Squirrel MPEG allows you to play VideoCD and CDI CD-ROM's, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

SQUIRREL MPEG .......... **£POA**

## RAM EXPANSION

A 2MB RAM board for the A500 which fits in the trap door slot.

A500 2MB RAM .............. **£90**

### MEMORY CARDS

512K RAM WITH CLOCK .... **£24.95**
512K RAM WITHOUT CLOCK . **£19.95**
A600 1MB RAM ........... **£39.95**
A500+ 1MB RAM .......... **£29.95**

## MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM ......... **£159.95**

## A500 68020EC

A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... **£99.95**
A500 68020 EC 4MB RAM .. **£239.95**

## PRINTERS/MONITORS

MICROVITEC 1438 14" ........ **£289**
EPSON STYLUS INC.PAPER ..... **£489**
EPSON STYLUS PRO XL A3+ .. **£1499**
EPSON STYLUS/PRO XL INCLUDE STUDIO II SOFTWARE
STUDIO II SOFTWARE ...... **£49.95**

## VGA ADAPTOR

VGA ADAPTOR .............. **£15**

## GLIDEPOINT

Intuitive cursor control at your finger tips 'Tap' for an instant selection. Connects to the Serial port. (This is not a graphics tablet)

ALPS GLIDEPOINT ......... **£59.95**

## POWER TABLET

Pen and cursor controlled graphic tablet, including cables and software.

POWER TABLET 12 X 12 ... **£195.95**
INCL. PEN, CURSOR AND POWER TAB S/W

## GURU-ROM V6

A SCSI driver for all Series II host adaptors and accelerator cards for all Amiga computers. This ROM has a very fast transfer rate of up to 3.5MB/s, maximising your CPU processing time. Guru supports all SCSI device types including hard drives, CD-ROM drives, scanners, Syquest drives etc.Guru ROM is compatible with Amiga OS 1.3 through to 3.1 and is SCSI -1/SCSI-2 compatible. Please call for further information.

GURU-ROM V6 ........... **£49.95**

## POWER SCANNER

The award winning Power Scanner includes the following features: Scan in 24-bit at upto 200DPI (all Amigas not just AGA)*, Scan in 256 greyscales at up to 400DPI (all Amigas), Thru'port for printer connection, Fully supports AGA chipset, Display-HAM8/24-bit images on a non-AGA Amiga (via image conversion), full editing facilities included. Works with 2.04 ROM or above, min 1MB (recommend 2MB).

POWER SCAN 4 B/W ....... **£89.95**
POWER SCAN 4 COLOUR ... **£169.95**
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OCR SOFTWARE ........... **£49.95**
POWER SCAN 4 S/W ONLY ...... **£20**
PC INTERFACE + COL S/W ... **£49.95**
PC INTERFACE + B/W S/W ... **£39.95**

## FLATBED SCANNERS

24-bit A4 flatbed scanners, complete with software, cables and manual.*

EPSON GT-5000 .......... **£489.95**
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-8500 .......... **£579.95**
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-9000 .......... **£729.95**
24-BIT, INC. IMAGE FX REV. 1.5 SOFTWARE
ADPRO SOFTWARE ......... **£149.95**
IMAGE FX 2.0 S/W ........ **£149.95**

## SCANNER SOFTWARE

FLATBED POWERSCANNER S/W .. **£35**

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INCLUDING TV PAINT JNR.
PICASSO II 2MB RAM ..... **£399.95**
INCLUDING TV PAINT 2
VIDEO DAC .................. **£25**
18-BIT GRAPHICS ADAPTOR

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ScanDoubler II is a full 24-bit AGA flicker fixer which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution and has a standard 15-pin VGA type connector. Comes with composite video/S-VHS outputs.

SCAN DOUBLER II .......... **£399**

## PRO GENLOCKS

## TBC-ENHANCER

Reduction of quality loss when copying, colour and contrast correction, suppression of colour drop-outs, elimination of basically any copy protection. The video signal is edited in professional 4:2:2 studio standard and is sychronized entirely new.

TBC-ENHANCER .......... **£919.95**

## NEPTUNE GENLOCK

Excellent picture quality, auto fade control, Alpha channel and optional software control.

NEPTUNE-GENLOCK ...... **£599.95**

## SIRIUS II GENLOCK

Just like the Neptune-Genlock, the new Sirius II combines excellent quality with user friendliness. In addition, this genlock disposes of blue-box keying, bypass, RGB-colour correction, a stereo-audio control with microphone input as well as an integrated test pattern generator for adjustment.

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ADDRESS .......................................
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TELEPHONE NO. .................................

SYSTEM OWNED ..................................
DESCRIPTION ...................................
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TOTAL AMOUNT (inc. delivery) £ ................

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FROM **£89.95**

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POWERTAB **£195**

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GLIDEPOINT **£59.95**

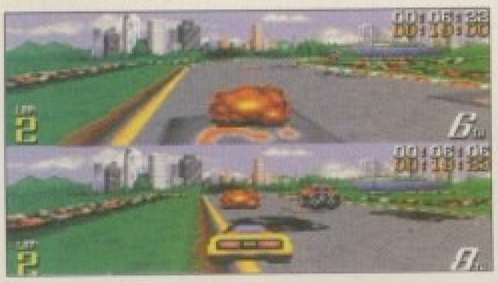
TEL: 01234 273000 FAX: 01234 352207
POWER COMPUTING LTD 44A/B STANLEY ST. BEDFORD MK41 7RW

POWER.

# Contents

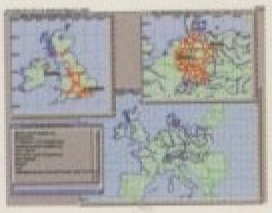
## SYSTEM

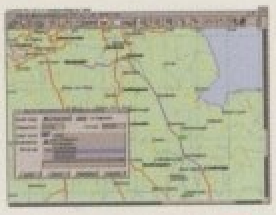




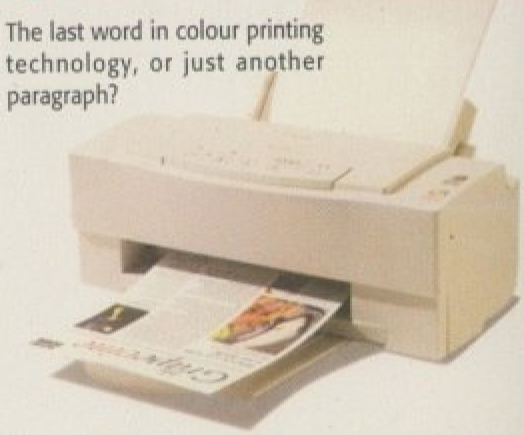
## REVIEWS











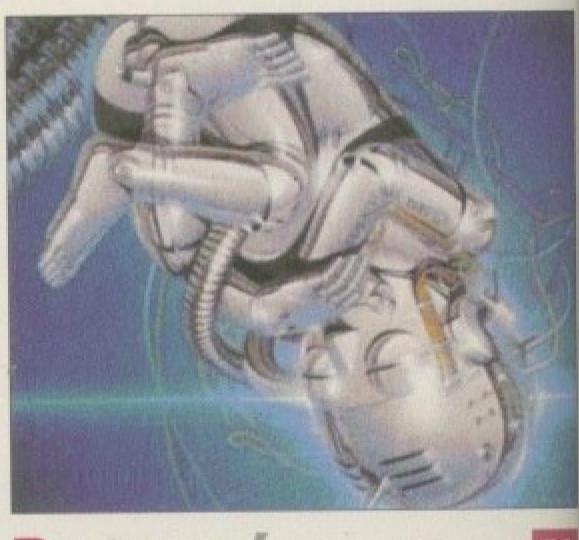


## FEATURES









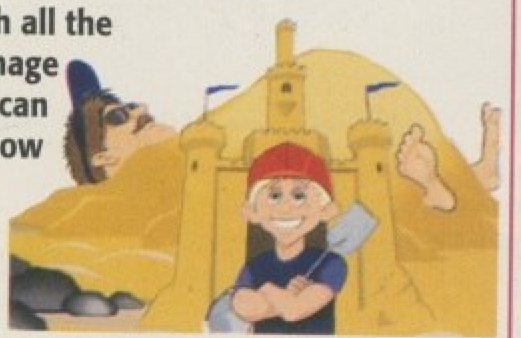
# THE COVERDISKS

## IMAGEVISION DEMO

**Probably the easiest way to create stunning multimedia presentations. ImageVision sports an innovative and intuitive interface that looks as good as it is to use.**

## HILL SEA LIDO DEMO

**Hillsea Lido is Theme Park for the beach. With all the parts of the full game, the demo lets you manage three different shops and two rides, and you can actually watch your Saturday night theatre show**



**Also on the second disk:**
**Tritus, an amazingly addictive, three-player Tetris-style game**

# COVER STORY





# REGULARS



# AMIGA GUIDE





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## CLOCK CARTRIDGE



Our unique and highly rated external Clock Cartridge will enable your Amiga to continually store the correct time and date in its own battery backed memory.
Simply plugs onto the back of the Amiga and does not invalidate the warranty.
*Compatible with ALL Amigas*

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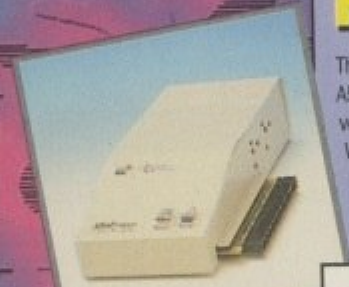
## MEMORY EXPANSIONS

A1200 trapdoor fitting memory expansions feature a battery backed clock and a socket for an accelerator FPU.



**2mb £99.99**
**4mb £149.99**
**8mb £259.99**

## A500 & A500+ HARD DRIVES



These hard drives simply push onto the side of the A500 or A500+ and will give your computer all the benefits that hard drives offer. The drives are supplied formatted, partitioned and have Workbench installed for immediate use.
Full instructions and software supplied.
The hard drive also has the facility to add 2, 4, 6 or 8mb of RAM inside it.

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**Now includes CD ROM drivers and instructions.**
The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive.



The Dataflyer SCSI+ will operate upto 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removeable drives, tape back up drives etc.
Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200/A600.
The Dataflyer SCSI+ easily installs into the A1200/A600 (simply pushes in, no need to remove the metal shield) and provides a 25 way D connector through the blanking plate at the back of the A1200.
Full instructions and software supplied.

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**PCMCIA fitting SCSI interface**

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Discology is the ultimate in disk copying power for the Amiga. The package comprises the Discology Disk, manual and Discology cartridge for making copies of heavily protected programs with an external disk drive. Discology will also format disks, check disks for errors etc.
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**£19.99 EACH OR BUY BOTH FOR £24.99**

AMAZING SPECIAL OFFER

NEW FOR 1996

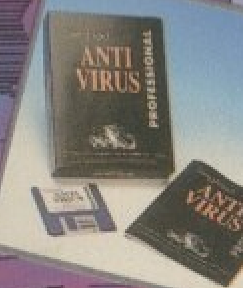
## EZ DRIVES



Incredibly fast (upto 4x faster than a ZIP drive) SCSI drive will store a massive 135mb per cartridge. Comes complete with power supply, SCSI cable, instructions and cartridge.
***THE ULTIMATE REMOVABLE DRIVE***

**ONLY £234.99**
**or £274.99 with a Squirrel or Dataflyer**
**135mb EZ cartridge £15.99**

## ANTIVIRUS



Anti Virus Professional is the most powerful tool for detecting and removing viruses. Anti Virus pro will check and device hard drives, floppy disks and *even CD ROM drives* for viruses. Very straight forward to use, includes a full 50 page manual.
***ORDER NOW BEFORE A VIRUS DESTROYS YOUR SYSTEM !!!***
PLEASE PHONE FOR A FULL INFORMATION SHEET

NEW FOR 1996

## DATA FLYER 4000SX

A4000 SCSI controller expansion card that allows up to 7 SCSI devices to be connected to the A4000. Includes full user manual and installation software including CD-ROM drivers. Includes connecting cable for internal SCSI devices and rear mounting bracket with a 25way connector for external devices.

**DATAFLYER 4000SX ONLY £94.99**

## SIMMS AND FPUS



72 pin simms suitable for Apollo accelerators, A4000, A1200 memory expansions etc.

**1mb £39.99**
**2mb £77.99**
**4mb £114.99**
**8mb £219.99**

**33mhz 68882 FPU (plcc) £49.99**
**40mhz 68882 FPU (plcc) £69.99**
**50mhz 68882 FPU (PGA) £79.99**
*All FPU's are supplied with crystal oscilators*

NEW FOR 1996

## ASIM CDFS 3.0

This superb package is a must for any CD-ROM user. Includes CD32 & CDTV emulation, audio CD player software including librarian features, Direct reading of 16bit audio samples, full support for Kodak and Corel PhotoCD Discs. Includes the 'FISHMARKET' CD-ROM disk packed with public domain Fred Fish disks and a huge 115 page information packed spiral bound manual.

**ASIM CDFS ONLY £49.99**

## ZIP DRIVES



Highly rated SCSI drive will store 100mb per cartridge. Comes Complete with power supply, SCSI cable, instructions and cartridge.

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**100mb ZIP cartridge £15.99**

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Our highly rated, top quality feature packed modems are ideal for Amiga users. All modems include our **FREE MODEM ACCESORIES PACK (worth £19.99)** which includes a cable to connect the modem to the Amiga, NCOMM comms software, Amiga Guide to Comms and a list of Bulletin Boards from which you will be able to download vast amounts of free software as well as have access to E-MAIL facilities.




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- Full 80 page manual
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**NEW LOWER PRICES**

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# 2.5' HARD DRIVES

Our high speed 2.5' IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you will be able to plug the hard drive into the hard drive socket.

*PLEASE PHONE FIRST!*



**FREE 'HOW TO FIT YOUR HARDDRIVE'** video and Stakker disk to increase the drive's capacity with every hard drive ordered

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**170mb £119.99**
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**340mb £174.99**
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# SCSI CD ROM DRIVES

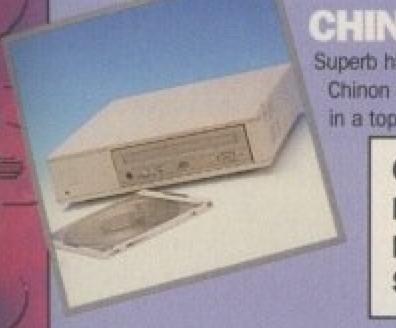
## MEDIAVISION 'RENO'

Double speed CD ROM DRIVE complete with power supply, SCSI cables, docking station and full instructions. Also includes stereo headphones and carrying case for use as personal CD player.



**RENO CD**
**WITH SQUIRREL £174.99**
**WITH DATAFLYER £174.99**

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Superb high quality, low cost Chinon external SCSI CD ROM drive in a top quality case.

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**EXTERNAL WITH SQUIRREL £154.99**

## QUAD SPEED CDROM DRIVE

Amazing value quad speed external SCSI CD ROM drive in a top quality enclosure.

**SANYO QUAD SPEED EXTERNAL WITH SQUIRREL OR DATAFLYER**
**ONLY £239.99**

# APOLLO A1200 ACCELERATORS

## APOLLO 1220

Amazing power for such a low price. This superb accelerator uses a 68020 running at 28hz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second)! Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.




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## APOLLO 1232/50



An incredibly powerful trapdoor fitting accelerator based around a 68030 complete with MMU, 2 SIMM sockets (72 PIN SIMMS), socket for a floating point unit and battery backed clock. Runs at just under 9.5 MIPS (million instructions per second!)

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**8mb SIMM £219.99**
**68882 FPU £69.99**

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Include the appropriate Workbench 3.1 ROMS, disks, manuals and fitting instructions.

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**for A500/1500/2000 only £89.99**
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amiga comment

# Fools gold

**The ads are glossy, the hype is at feverish pitch, but is there really a safe distance when it comes to the PC explosion?**

Windows 95, Warp OS2, pull 'n' play, Pentiums, P6 chips, millions spent and vast fortunes in the making. The question is, does the buying public get a real bang for their buck, or simply end up engulfed in the aftershock of endless investment and upgrades?

Given the money and marketing lavished on the new breed of so called 'user friendly' PCs, it would seem there's no choice when it comes to home computing. Like a double seat on the train, you've got to get in first – stocks won't last, buy or be laughed at. The marketing pressure is intense.

There's no rest byte, the all powerful PC sits in shop fronts across the land struggling to scroll a seemingly endless stream of virtues before the eyes of any would-be investors. If you want the best you've got to pay for it. The question is, what's on sale here – the machine or the marketing?

Just six months ago a friend of mine quite rightly tired of the seemingly endless wait for the Amiga to get back on its little rubber feet. After lots of reading and research he opted for a quality PC. Even after a lot of bartering his new baby still weighed in at a hefty £1400.

## Problem child

At the time this new 'all singing all dancing' sibling was the apple of his daddy's eye. Unfortunately, just six months on this rapidly ageing 486 DXII has become something of a problem child.

The Pentium is now well and truly ruling the roost, and his train spotting, acne ridden DX is rapidly becoming a computing wallflower. The glossy games that added so much attraction to the initial investment now demand a Pentium to deliver the promise so lavishly emblazoned in print and on the packaging.

Like the average hot-hatch, his former pride and joy would be lucky to generate a third of its showroom asking price out on the street. And yes, I know Amiga's depreciate as well, but the pain of depreciation is directly linked to the initial investment. And in relation to the PC, that's one area in which the Amiga certainly scores some points.

Of course, pride and poverty doesn't entertain the idea of selling up. After all 'it's still a serious machine that can run everything a Pentium can.' The point is, did he really want a serious machine, or something that could play games and still be taken seriously. Man, machine and marketing in perfect turmoil.

The question of keeping up with the Jones', Pentiums, P6s is a familiar tale across every platform, including the Amiga. However, the forgotten hero does have few distinct advantages in the dog eat dog world of the PC.

Not least of these is a generic background. Every Amiga sold has a standard architecture and although this can be expanded upon with assorted accelerators and ad-ons, the basic structure remains he same. As a consequence, developers are forced to work within predefined guidelines which in the long term benefit all.

It's true there's a fair amount of diversity within the platform as a whole, but as a general rule there is a degree of uniformity which goes a long way to combating the evolutionary frenzy that dogs the PC.

The relaunch of the A1200 may not be a technological breakthrough, but at least it offers an alternative to confusion, unnecessary expenditure, and the marketing hype that surrounds the constantly changing landscape of the PC market.

Perhaps the most important question for any would-be buyer is not which machine is the most powerful, but which is the most appropriate. The gloss and glamour of the Pentium and Microsoft marketing machine leads many to overlook the real issues.

It's all too easy to fall into the dinner party bore mentality and justify your investment by reassuring yourself and others that, if you wanted too, you could run Photoshop, QuarkXpress, Microsoft Word and so on. But in the cold light of day, are you ever really likely to? – especially considering that just one of these blue chip applications could buy you an entire Amiga. Admittedly, PC games and indeed some applications are pulling away from their Amiga counterparts, but so are their prices and the cost in hardware required to run them.

## No change

Don't get me wrong. A 100MHz Pentium with 16Mb of RAM, a quad-speed CD-ROM and 17 inch monitor is a very respectable machine. But don't expect to get much change out of £2000. And be warned – this sort of spec is rapidly becoming the entry point for a PC with more than a six month shelf live.

Contrast that against the £350 asking price for an A1200 and you have a real incentive to look long and hard at your reasoning. There are almost as many reasons for investing in a computer as there are computers on the market. However, if you are in the market, make sure you're buying the machine and not just the marketing that surrounds it. By the way, this shouldn't be a problem on the Amiga, as there isn't any... AC

**Paul Austin**
*Editor*


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DISTRIBUTION COMAG (01895) 444055
SUBSCRIPTION 0151-357 2961

Member of the Audit Bureau of Circulations
ABC 33,546
June-Dec 1994

Published by IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP
Tel: 01625 878888 , Fax: 01625 850652
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Editorial edit@acomp.demon.co.uk
Advertising ads@acomp.demon.co.uk

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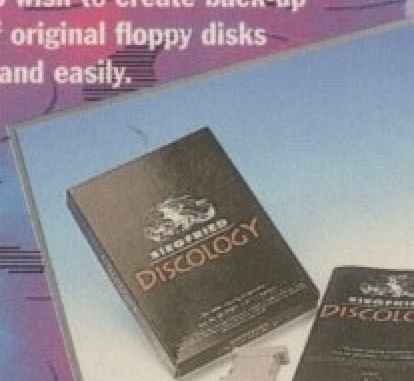
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Newly released, Disk Magic (screenshot on the left), is the ultimiate file and disk management utility for your Amiga. DiskMAGIC makes every task you perform - from the copying of a file, to the extraction of an archived file, as simple as a clicking on a button! In fact, after using DiskMAGIC, you'll wonder how you ever used you Amiga without it!

DiskMAGIC is exceptionally configurable, with the ability to alter window layout, file types, action buttons, fonts, screen mode, archive handling, viewers and more

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## Termite £39.95

Afraid of becoming a hedgehog on the Information Super Highway? Don't worry! Termite is so easy to use that even a first time telecommunicator will feel at home.

Termite is 100% WB2 Style Guide compliant and provide you with all of the modern user interface features to really enjoy playing in the highway!

Termite supports both the Amiga XPR and XEM libraries as well as having its own internal ZModem. Termite is compatible with all Amigas running WB2 (or higher) wit 1MB or more of free memory and all modems.



## Cinema4D £199.95

This exciting new package is available at the amazingly-low price of only £199.95, Cinema4D is set to revolutionise the 3D-rendering and animation market.

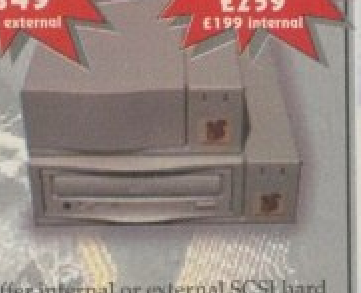
Cinema4D provides an easy-to-use multi-tasking editor; replete with every conceivable option including multi-window editing, interactive modelling, direct modelling in 3D, basic and complex primitives, easy object manipulation, hierarchies, an optimised FPU/CPU version and much more!

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- *CD32 and CDTV emulation software so that you can all those games and other titles such as Video Creator.*
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# news

By **Tina Hackett**

## POSITIVE VIBES FROM AMIGA TECHNOLOGIES

Despite setbacks regarding the compatibility of the new Amiga drives, Amiga Technologies have announced some positive developments for the future of the Amiga.

Gilles Bourdin, Head of Public Relations for Amiga Technologies, was positive about the company's forthcoming plans and was keen to express his delight at the response to the recent Paris Amiga show held this December. He remarked: "In spite of the fact France was in chaos [because of the strikes] many people still came." It was estimated that between 3,000 and 4,000 people turned up to see, amongst other things, the new Amiga 4000 Tower with the 060 processor. Demonstrated on it was TV Paint3.6 with a Wacom Art Pad. "People were very excited by the speed of the set-up" Bourdin continued. A question and Answer session took place on the Sunday.

AT have also unveiled more on their mystery Internet package due for release in January. An exact price was not revealed although they stated that it would be below 1300 DM (around £600) and would include all the software needed to get on the Internet bundled with an A1200. This would include a PC Slot Modem, TCP/IP Stack, Web Browser, FTP program, E-mail program and IRC program. A rumour that Netscape was being ported over to the Amiga was denied. Bourdin stated: "There will be a lot of new software coming out for the Amiga soon from companies that have never developed for the Amiga before who previously work on PC and Mac products. There will be some Web Browsers of very high-quality but we are definitely not dealing with Netscape."

However, another rumour doing the rounds was validated at the recent press conference in Hannover. It was believed that Apple had offered Amiga Technologies a port of QuickTime and at the conference which was attended by Executives from Apple, Germany, the deal was confirmed.



***The A4000 Tower was on display at the recent Paris show and demonstrated TV Paint 3.6***

## COMPATIBLITY REPLY

Following last month's report that owners of the new Amiga Magic Packs were experiencing compatibility problems, Amiga Technologies gave us their response: "We have noticed that there are some problems with games software on the new Amiga A1200's. To resolve this, we are working on a hardware solution that will be fitted at no cost to the customer, by an authorised Amiga Dealer."

They continued: "To avoid such problems in the future, we kindly encourage that software publishers make sure that the programs they develop respect the programming guidelines. Amiga Technologies will be happy to process any information requests from developers concerning this issue."

## WORLD OF AMIGA

By the time you read this the World of Amiga show will have taken place in Ontario, Canada. Billed as North America's largest Amiga Trade Show, Petro Tyschtschenko, General Manger of AT GmbH, is to open the proceedings.

The schedule for the show is to include Amiga on the Internet, Scala Multimedia Production, and PC and Macintosh Emulation. Phase 5 and Soft-Logik are among thirty exhibitors listed to take part. We'll hopefully be bringing you a full report next month.

This leads nicely on to the UK's very own World of Amiga Show which has been confirmed and will be held at the Hammersmith Novotel on the 12 and 13 April.

## TALENT SCOUTS

Keep an eye out in the forthcoming months for a competition from Amiga Technologies. The competition will be aimed at bringing out fresh talented Amiga programmers and artists, and will be run over 12 months and be divided into two sections.

One is to program a demo such as a utility or game and the other is for budding artists to create something arty on the Amiga.

The competition will be open to all readers UK and overseas and the prize may be a trip to the Solectron factory in France.

Jonathan Anderson, Managing Director for the UK commented: "There are lots of talented people out there. We want them to help make the Amiga shine."

## EYETECHS HAVE IT

Yorkshire based Eyetech have announced the release of their Endicor Prefs 24 bit driver for the Epson Stylus Color Printer. The Endicor driver is supplied as both an Amiga preferences driver and a standalone printing program. They offer full 24-bit printing with user definable colour correction, printing mode and resolution. From the standard Enprint printing program you can also get image scaling, positioning and rotation. The driver retails at £34.95. From what we've seen the quality is of a high standard – the pictures were from HAM-8 images at an average 700x500 pixels resolution



***The print-out we saw was impressive. It was generated by the Amiga on the basic Epson Color Stylus Printer with the Endicor driver***

## news snippets

### BARGAIN GAMES

*SoundScape Multimedia, a PC-based educational company, have confirmed reports that they have bought out Rasputin Software. This means that they have a surplus of ex-Rasputin stock which they can offer readers at the greatly reduced price of £9.99. The games available are Jet Strike and Clockwiser with Amiga, AGA and CD32 versions and Base Jumpers (CD32 and Amiga). For further information contact: SoundScape Multimedia, Suite 4, The Woodrow Centre, 65-66 Woodrow, London SE18 5DH. Telephone: 0181-855 3702.*

### BIRTHDAY CELEBRATIONS

*Amiga Atlanta, Inc. are one of the oldest Amiga user groups in the United States and on Saturday 20 January they will be celebrating their10th anniversary. But they are not celebrating alone as it is also the 10th anniversary of the Amiga computer, and Amiga Atlanta, Inc are inviting Amiga users from all over the world to participate in their celebratory banquet which is being held at the Terrace Garden Inn in Atlanta.*

*Representatives from Amiga Technologies are expected to fly in from Germany to give the keynote address and other key Amiga figures such as Fred Fish will be there. Whilst over in Atlanta, they also suggest that visitors take in the tour of Olympic Venues!*

*For more information see the AAi Home Page: http://www.mindspring.com/~amigaatl; or Email lamar@mindspring.com*

### VIEWSONIC MOVE INTO EUROPE

*ViewSonic, the second largest monitor manufacturer in the United States, are now establishing themselves in Europe with new head quarters based in Dusseldorf, Germany. ViewSonic Europe offers its own technical centre, a customer support team, sales and marketing division and financial centre. Managing Director, Michael Kommer said: "ViewSonic's European sales more than doubled in 1994, and we are quickly becoming a major force in the European market...These are exciting times for ViewSonic, and we are here in Europe to stay."*



**James Chu, President of the ViewSonic Corporation with Michael Kommer, Managing Director, ViewSonic Europe**

## TFX TO FLY

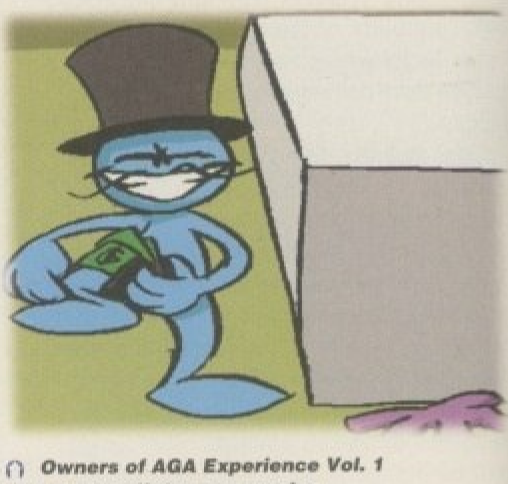
It's been months in development but Ocean have now announced that TFX is going to come out on the Amiga after all. *Amiga Computing* investigated claims that it wasn't going to be released when a disgruntled reader called us, angry at having upgraded his Amiga specifically for the forthcoming flight sim to be then told that it wasn't coming out at all. We reviewed the game back in May 1995 from the final *AmigaD* version and found it to be an excellent game with the exception of a few bugs. We were also concerned that the game would not run satisfactorily on a standard A1200 which we reported at the time.

According to a spokesman from Ocean, DID decided it wasn't good enough and despite problems with the original programmer, pressed on to make a version they were happy with. We can happily report now that the game will be released in April and we hope to bring you a re-review as soon as possible.

DID are also continuing to support the platform with another title in the pipeline. Details are sketchy at the moment but we'll bring you more as we get it.

## AGA EXPERIENCE OFFER

Sadeness have announced a special offer for all owners of their AGA Experience Volume 1 CD-ROM. By returning you registration cards you will be entitled to a £5 discount of their next release, The AGA Experience Volume 2. The CD should be released around 13 March but those wanting to take up this offer must return their registration cards by 20February. Volume 1 is still available but quantity is limited. It can be obtained directly from Sadeness Software, 13 Russell Terrace, Mundesley, Norfolk, NR11 8LJ. It is priced at £17.99 which includes post and packaging. Contact them on 01263 722169.



**Owners of AGA Experience Vol. 1 can get £5 off the new version**

## RUMOUR OF NEW AMIGA OS

*Amiga Computing* have heard on the grapevine of a new operating system for the Amiga. The information we have received so far is that it is not WB V4.1 and is a new third-party OS. Apparently it's written in 'C' and therefore PowerPC native. From the rumour we heard, it will 'change the way you will use your Amiga' because of a system that works with 'modules' and a language similar to ARexx. Hmm..

## SPRINGFIELD OFFER AMIGA TUITION

Essex-based Springfield Multi Media have announced their latest initiative to give owners the most benefit from the new Amiga packs. The company have expanded the pack with extra memory, a L2000 genlock, and half a day of training on how to use the package.

The company commented: "Quite often new Amiga users, particularly with video in mind, are left to struggle, often buying inappropriate software and hardware and rarely obtaining the full benefit of their purchases. Our new Amiga pack represents excellent value for money by packaging it with additional memory and a superb genlock, together with our training session, to make sure the user is all set to gain immediate benefit." The complete package is available for £1,150 from Springfield Multi Media. Contact them on 01245 227588.




**Extras such as tuition make the most of the machine**

# Pro-GRAB™... Rapid Frame Grabbing on your Amiga

Now compatible with both VHS and S-VHS!





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And... with ProGrab™ you needn't be an expert in Amiga Video Technology, a simple 3 stage operation ensures the right results - **Real Time, after time.**

**STAGE 1...**
Select any video source with S-VHS or composite output. This could be your camcorder, TV with SCART output, satellite receiver, domestic VCR/player or standard TV signal passing through your VCR/player... the choice is yours.



Grab images with your camcorder including S-VHS...

**or,** Take a signal from a TV with SCART output...

**or,** Use the signal from your satellite receiver...

**or,** Grab TV or video pictures from your VCR's video output including S-VHS.

**STAGE 2...**
With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device!). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from either TV or satellite sources.

**STAGE 3...**
Use the 'grabbed' image with your favourite word processor, DTP or graphics package.

ProGrab **really does** make it that simple!

**Pro-GRAB™ SVHS 24RT Plus**

Camcorder User commented... "If you're looking for a high resolution 24 bit digitiser then, at this price, ProGrab 24RT represents great value for money."

camcorder USER

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AMIGA MAGAZINE

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news from the net

## LEGAL EAGLES

City law firm Denton Hall are helping to prevent businesses suffer a pitfall from the complicated laws surrounding the Internet. They offer an on-line legal audit to ensure that the many companies that are starting to use the Internet can do so legally.

Denton Hall advise companies that it is important to monitor the Internet to ensure their corporate image is not at risk. They can offer advice on how to monitor the Internet to watch for rights infringement and defamation. They also recommend that firms giving their employees e-mail and on-line access need an internal code to regulate its use.

## AA ON THE WEB

Motoring company the AA are now online with a homepage with all sorts of information for the motorist. You can now access their history, find out how to become a member, and general motoring information such as fuel prices. "The AA's presence on the Internet is expected to grow to become more interactive, with the possibility of buying AA products and services directly through the Internet, and special pages for AA members only, but we are keen to get feedback on what is wanted from such a service" said Pete Johnson, Managing Director of AA Commercial Services. The AA is at: http://ww.theaa.co.uk/theaa

## HELP AT HAND

*Befrienders International, the Samaritan movement worldwide, alarmed by the growing number of suicide messages from Internet users, are hoping to use the Net as a helpline.*

*Apparently, suicide is the third most common cause of death in men aged 16-35 who are in the highest risk group. Research has shown that most users of the Internet are male and in the younger age group and Befrienders International believe they are most at risk. The recent service by the Samaritans which offers an e-mail service to communicate with Internet users who are in crisis has shown a big demand for such a projects.*

*A recent conference held in London by the organisation encouraged similar schemes in other countries and languages and interest was expressed by USA, Hong Kong, Japan and Australia. Vanda Scott, Director-General of Befrienders International remarked: "It is vital that we counter the pro-suicide messages and ensure that people who need help know where they can turn for help."*

*The Samaritans are at: jo@samaritans.org.*

## COMPUTER SOLUTION




The new workstation from Premier Developments offers increased shelf space for extra peripherals

Premier Developments, the designers of the range of Centre desktop computer workstations, have a new solution to keep your computer area as orderly as possible. Called the Premier 'MUL-T-MEDIA' , it is of the same sort of design as the Uni-Centre but is now bigger to accommodate more peripherals.

Increased shelf space on the top means that a good sized pair of speakers will also fit comfortably by the side of the monitor. The workstation is suitable for all home computers and in the case of an A600 or A1200 the extra room will also allow for the PCMCIA ported Squirrel or Overdrive to be attached.

It is available for £40.42 and can be found in most computer retail outlets. Contact Premier Developments on 01487 823684 for further details.

## CENTABHOBES HELPED BY VR

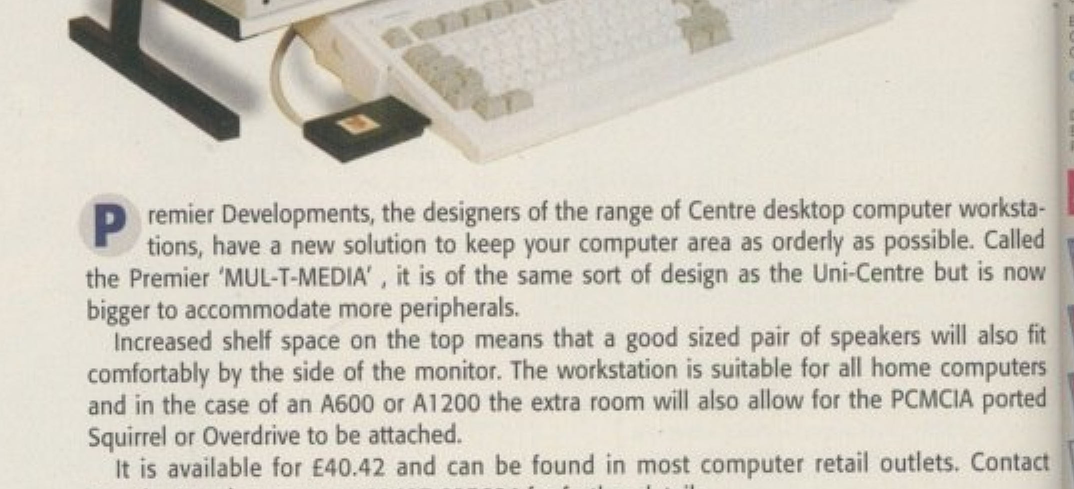
If the thought of the dentists drill instils deep fear in you then worry no longer because Virtual Products have a new approach that could take the dentist-day blues away.

Virtual Products, the company behind the virtual reality headset i-glasses are now installing the headset into dentists surgeries to take the patient's mind off the treatment they're having.

The glasses allow the patient to watch 3D films or listen to music videos but because of the glasses' size and weight, the dentist can still access the patient's mouth easily.

Through the headset the patient can experience the effect of a two metre screen with stereo sound. The glasses can display 2 or 3D video, PC games and television. They are compatible with standard video output and can be connected to an Amiga, Apple or IBM PC.

Denis Premiski, Virtual Product's General Manager commented: "The i-glasses are extremely adaptable and can be applied to many different situations, with dentistry as just another application." He continued: "In this case, it provides considerable benefits to both dentist and patients, creating a relaxed environment and satisfied customers."



The i-glasses will help to alleviate patients nerves when visiting the dentist

## SIX-SPEED CD-ROM AT £149

Philips' latest product is a six-speed CD-ROM drive priced at only £149. Although designed primarily for the PC, the drive can be used with the Amiga via Blittersoft's ATAPI/IDE driver. It offers a motorised, caddy-free loading mechanism, 900KB/sec data transfer rate, 128Kb memory buffer, and a seek time of less than 200ms.

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POLE POSITION 19.49 A1200 — SAVE £10
WING CMDR 5.99 — SAVE £29

**IMPORTANT - PLEASE NOTE**
• = NEW Item
512K = will work on 512k machines
EDR = External Drive Required
Top sellers have been compiled from Special Reserve sales

## A1200 TOP 20

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GUARDIAN, ROADKILL & SUPER SKIDMARKS ... 22.99
ALIEN BREED 2 ... 8.99
ALIEN BREED 3D ... 19.99
CIVILISATION AGA ... 13.99
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DETROIT ... 21.99
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FEARS ... 20.99
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SIM CITY 2000 (HDR & 5MB RAM) ... 12.99
SIMON THE SORCERER ... 14.99
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ULTIMATE SOCCER MANAGER ... 19.99
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## AMIGA TOP 30

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## UTITLITES

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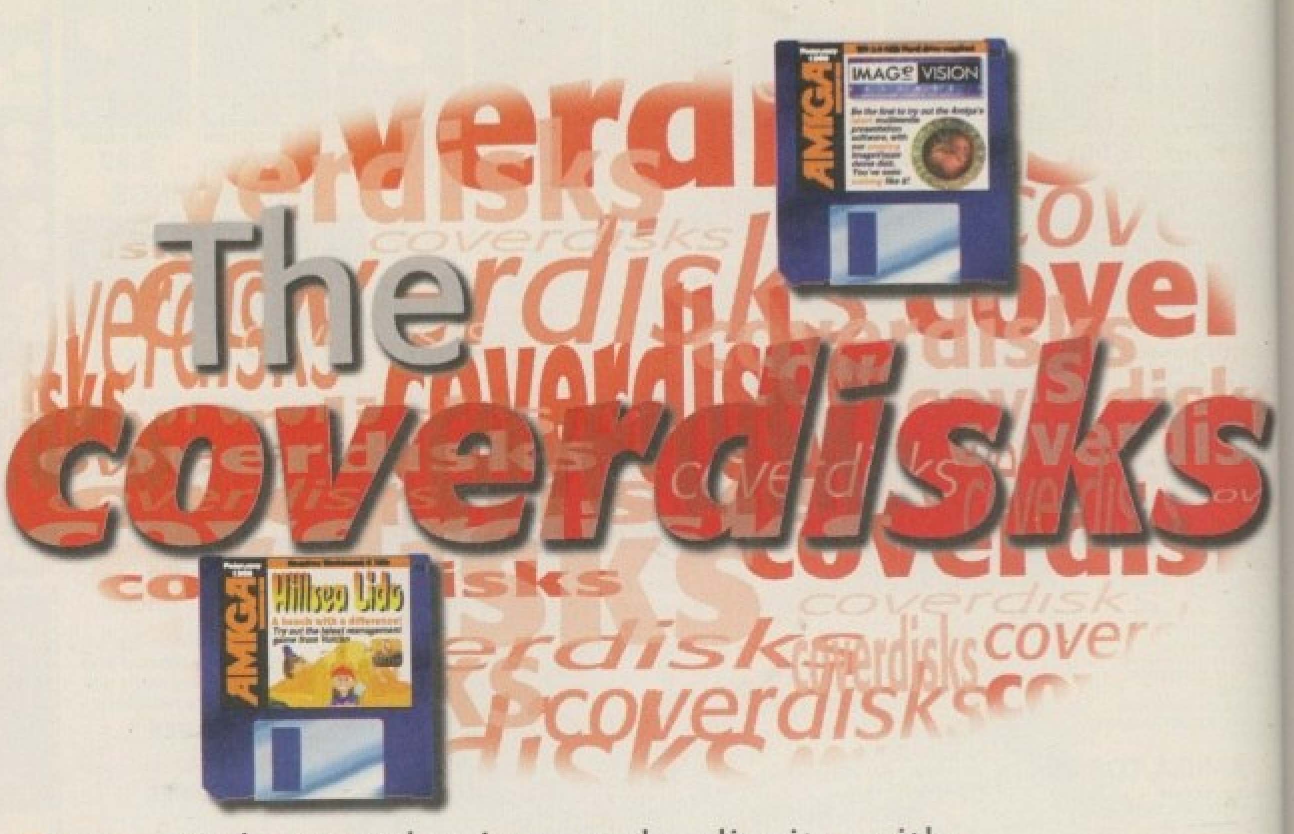
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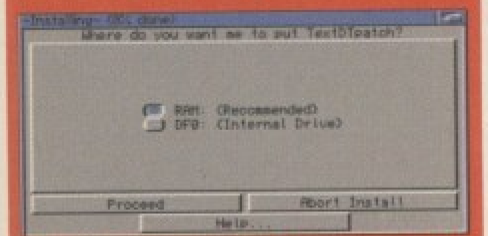
## EXTRACTING DISKS

Before you even think of putting the cover disks anywhere near your computer you should make sure you write protect them. By moving the black tab in the top corner of the disk, so you can see through the hole, you prevent your disks being damaged in any way. There should be no reason why the cover disks need to be written to, so even if the computer asks you to write enable the disks, don't do it.

To extract the programs off the second disk you must make sure you have booted your computer with the first cover disk, otherwise your Amiga will not be able to find the c:Installer program, and frustration will soon set in.

To extract any single archive, simply double-click its icon and follow the on-screen instructions. If you want to quickly extract the program to RAM, select the NOVICE level on the welcome screen and press proceed once on the current screen, and then again on the next. The program can then be found in your RAM disk.

You also have the option of using a floppy disk. If you pick this option, make sure you have a blank formatted disk at the ready, and if you only have one drive get ready for lots of disk swapping and a long wait.



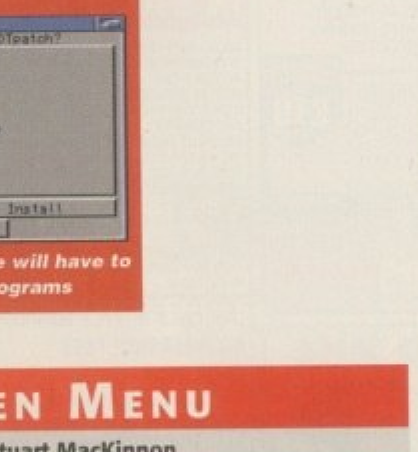

*Readers lacking a hard drive will have to stick with extracting single programs*

## SCREEN MENU

**Author: Stuart MacKinnon**
Workbench: 3.0

Screen Menu is a tiny little program that adds a well needed function to your Amiga's screen bar in the form of a new selectable menu from the screen cycle gadget, in the top right of the screen. This menu lists all the currently opened screens and by selecting one you can jump straight to it. This saves you having to individually flick through each one – if you have a lot of screens open you can end up flicking past the one you want and have to cycle through them all over again.

ScreenMenu can be started from either Workbench or the shell. There are a couple of tooltypes in the information requester that change how ScreenMenu works. **Qualifiers** can be set to on or off, and if it is on you have to press the shift key before the menu will appear. There is also a **Delay** option so that if you do not use a qualifier, you can set a short delay before the menu appears so that the screen cycle gadget can be used as normal.




## IMAGEVISION

***Requires 3Mb RAM***

### SPECIFICATIONS

To easily run ImageVision from Workbench you need 3Mb of RAM. Unfortunately, there is no easy way around this, it's just that to get the sort of features that ImageVision provides you need a lot of RAM. Having said that, it is just possible to get ImageVision up and running on a 2Mb machine.

This will still allow you try out the program, but you will not have very much memory left over. 2Mb owners will have to do the following: after you have installed ImageVision into, say, your Work: partition, reset your machine and hold down both the mouse buttons. This brings up the Amiga's early startup menu, and here you just click on the *boot with no startup* button.

This starts your Amiga with the absolute minimum amount of stuff in memory. To run ImageVision you need to type the following.

```
assign env: envarc:
assign libs: sys:classes add
Work:ImageVision (or whichever directory your installed IV to)
assign IV_Temp: Temp
ImageVision
```

This will now start ImageVision but you will only have around 350k to play around with. To get some more memory there are a couple of other things you can do. From within ImageVision itself you should select a non-interlaced screen mode. You can also remove a couple of files from the ImageVision directory. If you select *show all files* from the Workbench menu and go into the system drawer, delete the pattern drawer and then go into the modules drawer and delete the two Mpeg module files. This save further memory when you run ImageVision. You may even want to remove the Anim modules.

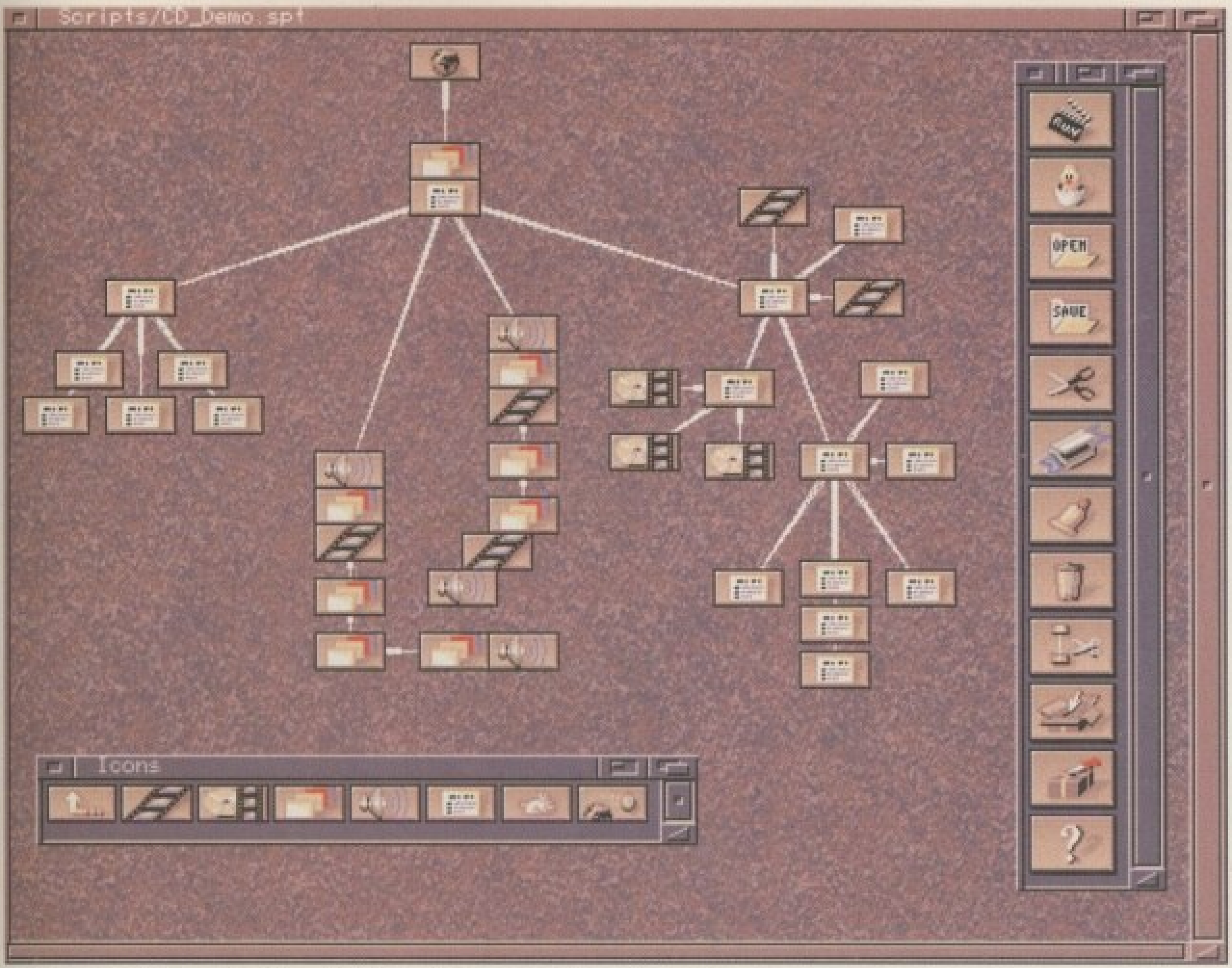
## SLEEPYPOINTERS

**Author: Antonio Santos**
Workbench: 3.0

It is amazing. We are meant to have this great multimedia computer with all its specialised custom chips to provide sprite and blitter support and what do you get to look at when you are waiting for something to finish? If you are lucky you can gorp at boring old stationary clock symbols – woopy-doo-dar.

Well SleepyPointers is to the rescue. This very well written shareware program will banish those old boring wait pointers to, well, somewhere else, and instead you can have the choice of either a lovely spinning hour glass or the classic spinning watch pointers.

To get SleepyPointers up and running just double-click on whichever style pointer you like, and if you want to run it every time you start your computer, just drop the icon into your WBStartup drawer.




ImageVision's hierarchical layout makes scripts easy to understand

## FAULTY DISKS

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**Please allow 28 days for delivery**

## IMAGEVISION

**Author: ImageLab Technology**
Workbench: 3.0, Hard Drive, 3Mb RAM

You have read the review, now you can try out ImageVision for yourselves in this saved disabled demo – all the functions and options of the full program are available for you to try out here.

As in the full program, you get a tutorial script that is automatically loaded. If you run this you will get a feel for what ImageVision is capable of. If you have trouble understanding any of the functions you can hit the help button and the context-sensitive AmigaGuide help will pop up, allowing you to read all about the current functions.

ImageVision has three main windows. The largest is the main script window where you construct presentations. Icons can be dragged into this from the icon window allowing you to add another section to the current script.

To link icons together after you have brought a new one onto the script window you must click on the top of the white tail that comes out of the top of each icon and drag it over to the icon you want it connected to. Menu icons are the only ones that can have more than one icon connected to it. To adjust the settings of any of the icons you should double-click on that icon. This will bring up a new requester in which you can modify any of the settings. As ImageVision internally multitasks you are able to have as many of these windows open as you like, and you can even work on more than one script at a time.

Once you have set up a script to test it, just hit the run icon in the tools window on the right of the screen. Most of the normal editing tools are available here. If you want to cut any icon connection you select the icon and then hit the cut connection icon.

## INSTALLING IMAGEVISION

**Author: ImageLab Technology**
Workbench: 3.0, Hard Drive, 3Mb RAM

For you people lucky enough to have an AGA machine with a hard drive you will be able to try out this great program for yourselves. Installing ImageVision is very straightforward if you follow these simple instructions.

The simplest and quickest way to do this is to boot your machine with your hard drive, and once Workbench has loaded insert the first coverdisk. For this extraction process to work properly a couple of files are needed on your hard drive, namely the Amiga Installer program and Lha. If you open up the coverdisk window and double-click on the **SetUp-HD** icon this will check if you have these to program, and if not they will be copied over on to your system.

Once this has been done you can just double-click on the ImageVision icon, and either extract the program to RAM or your hard drive. After this the program needs to be actually installed onto your system, so double-click on the install icon and follow the on-screen instructions.

This is an early version of ImageVision and it can have problems with certain overscan settings, so if you find some menu buttons do not respond, try setting your PAL overscan settings to 720x275, or for DblPal to 720x550, and this should clear up any problems.

## ICONS







ImageVision's good looking icons are easy to recognise

## Installing Hillsea Lido demo

The easiest way to get the Hillsea Lido demo up and running is to reset your computer and then insert the second coverdisk into the internal drive. Follow the on-screen commands and when you are asked to insert a blank disk, remove the coverdisk and place a blank disk into the internal drive and hit return. Once this has finished, if you reset your machine you will be able to play Hillsea Lido from this disk.

Hard drive users will be pleased to know that the demo is hard drive installable, as is the full game. To copy the game on to your hard drive, go into Workbench and drag the Hillsea Lido game disk icon into the directory window where you wish the game's drawer to be created. Just open this drawer and double-click on the Hillsea Lido icon.

## Hillsea Lido Demo – the seaside management simulator.

**Author: Vulcan Software**
Workbench 2.04

Your business proposals have been approved by the local authorities and they have wished you every success with your seaside development project. You have been granted 20 metres of beach and corresponding promenade, plus full ownership of the Pier Theatre. You will have the opportunity to expand your resort up to a maximum size of 200 metres in the future. How you choose to manage your resort is entirely your concern, but the authorities maintain the right to reward or penalise you in areas that remain under their jurisdiction.

Hillsea Lido is a seaside management simulator. In effect this means you are given access to all the elements needed to turn an empty stretch of beach into a thriving resort. It sounds easy enough but the reality is far more complicated. You will need to show real flair as an entrepreneur in order to use the different elements of the game to your advantage.

Hillsea Lido is a mouse-driven game, and most of the icons in the game have two or three functions. For example, when increasing the selling price of, say, the candy floss, you can use the left mouse button to increase the total by one, the right mouse button to add ten, or both mouse buttons to add a hundred. Also, the scrolling action area can be speeded up using combinations of mouse buttons. If you are in any doubt, just experiment and you will soon find various short cuts that allow you to control the game in the way you want. The first thing you see when starting Hillsea Lido is 20 metres of empty Promenade. Behind the Promenade is your beach which can be accessed by clicking the LMB on the beach icon at the bottom of the screen. These two are known as the Action Areas and are where the results of all your decisions take place. When your resort eventually expands you will then be able to scroll left and right along its entirety by using the arrow icons at the bottom of the screen. The main icons are situated beneath the Action Areas and allow you to access the different elements of Hillsea Lido.



*I thank you ladies and gentlemen. For my next trick...*

### Catalogue

SeaDreams wares are displayed in a catalogue which is relevant to whether you are viewing the beach or promenade when you choose this icon. You can scroll through this catalogue of shops and facilities by clicking on the salesman's hand or the bottom of the catalogue. Each page shows you a picture and a description of the shop and facility. If you wish to buy one simply click on the pile of cash and your mouse pointer will be exchanged for a rectangle to represent the size of the shop or facility. You must then paste this rectangular scaled down representation at the bottom of the screen. If you change your mind you can click on the RMB to escape before pasting.

To purchase more land simply click on the sand mound and for more information about SeaDreams Ltd click on their logo. Once built you can click on the shop or beach hire facility in the Action Area, and use the LMB to access their individual information screens. In here you can set the price of your stock or your rides by clicking on the arrows, and you can change the commission paid to the employee in the same way.

The bleach bar is an indication of how clean your shop is, or the spanner, in the case of your beach hire facilities, indicates how safe they are. You can clean your shops by clicking on the spanner icon




*What's a seaside resort without someone selling icecream?*




*Hillsea Lido's burger joints are slightly more imaginative looking than your local MC king*

which is situated on the right of the screen. The demolish icon speak for itself.

All the different types of stock you will ever require for your promenade shops are displayed here. You can set the amount of stock you wish to order using the arrow buttons, and when you are satisfied with your order click on the sales woman who will inform you if the stock is available. If it is, the delivery truck will start off on its journey.

### ENTERTAINMENT

You can book an act for your theatre any day of the week in readiness for the Sunday show night. Scroll through the acts by clicking on the arrows on the left of the screen, and when you have chosen one simply click on the cash and the act will be booked, the ticket price on the right of the screen changes depending on which act you choose. On Sunday night you will be automatically transported to the theatre so you can see all the people piling into it, along with all the lovely dosh you will be making.

You can hire various individuals to work on a casual basis. The left-hand side of the screen applies to the promenade and the right to the beach. Find out more information about each character with the LMB, and the hire button will do just that – hire people.

The tourist screen allows you to find out all sort of information about the people that come to visit your beach. Each tourist gives seven ratings on your beach. When they visit a shop three bars appear rating the politeness of the staff, pricing, and how clean the shops and beach are. The other four at the bottom of the screen relate to how much they want of the following: sugar, hunger, thirst and souvenirs. They will also tell you what they would like you to build next, and the customer is always right – so you'd better listen.

If you think you can save money by being a skin flint and not paying cleaning and repair bills, think again. Regular health and safety checks will fine lax beach owners over dirty or dangerous shops and rides. Once a ride has been fined, the warning never goes unless you demolish it. If you let things really slip you could even injure or poison someone, and then you will be fined even more.




## INSTALLING TRITUS DEMO

After the Hillsea Lido demo has been copied onto a blank disk you will be able to do the same process for our demo version of the shareware game Tritus. Just wait until you are prompted to insert a blank disk and then hit return.

Once this has finished, if you reset your machine you will be able to play Tritus from this disk. Hard drive users will again be pleased to know that Tritus is hard drive installable. To copy the game on to your hard drive, from Workbench, open up the Tritus disk window and then drag the Tritus drawer to whichever destination drawer you want it to go in. You will then be able to open up the Tritus drawer and double-click on the cute icon. It will even quit back to the Workbench.

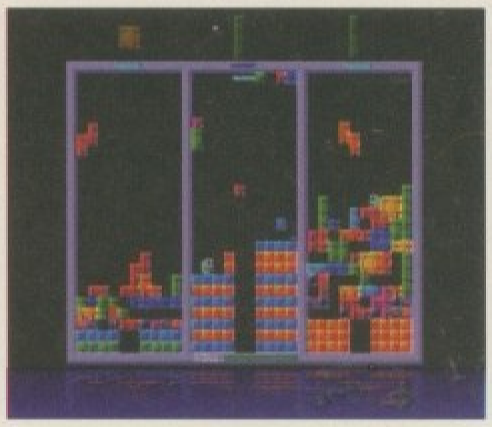
## TRITUS DEMO

**Author: Davin Pearson**
Workbench 2.04

So you think you are a hard Tetris player do you? Well, as the old saying goes, you ain't seen nothing yet. Tritus is a bit of a turbo nutter, fuel-injected Tetris, a power-upped, monster-infested, multi-player, evil addictive game. Once you start you cannot stop.

Tritus is a simultaneous three-player Tetris-style game, but with a twist or two and the odd surprise up its sleeve. When you first start the game and get past the initial intro you will see three game areas with a press fire message.

Tritus can have up to three players on at once, but do not worry if you have no friends, or that no-one is around to play as the computer will take control of the remaining players. If you do play against the computer you can cheat and get a few seconds head start by quickly hitting your fire button – that is if you are the sort of person who does cheat. Once you are off the mark the idea of the game is the same as Tetris, that by filling up a full horizontal line you will remove it, but in this game doing that adds a line to your competitors' areas. If you manage to do five lines in one go, the most possible, you are congratulated with a screen shuddering thud and a flash guitar rift.



*Three-player action with Tritus*

It does not stop there. Every now and again a little blue greebly will drop down everyones screen and start to eat away at your block, destroying all the hard work you have done. To stop it just drop a block on its sorry head, and watch it go squish with all its bodily fluids dribbling down the screen – mmmmm. Finally, there are other power-ups available such as giving your enemies horribly shaped blocks for a short time, or making all their blocks invisible.


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- *A lot of work has been put into the design and performance of ImageVision. The interface is very easy to use and many different input possibilities are supported. Many functions that the environment provides can be accessed through icons, which makes working with ImageVision very intuitive.*
- *The modularity of ImageVision makes it possible to configure the environment in a large number of ways, giving it that personal touch. New features can be added and old can be removed at will. Third-party developers are able to make modules so that ImageVision supports certain specific products.*
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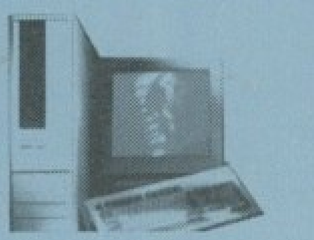
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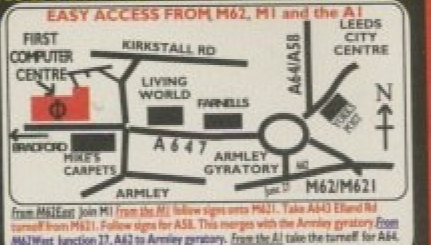
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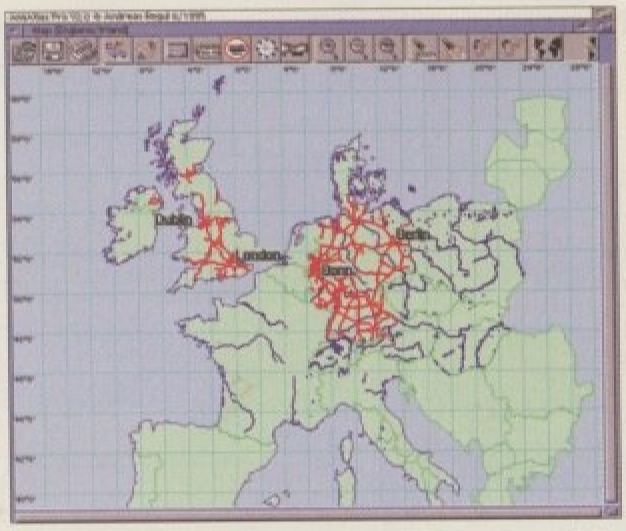
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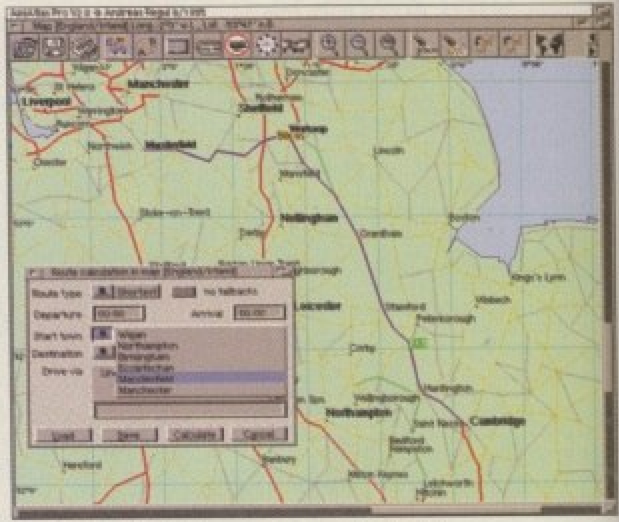
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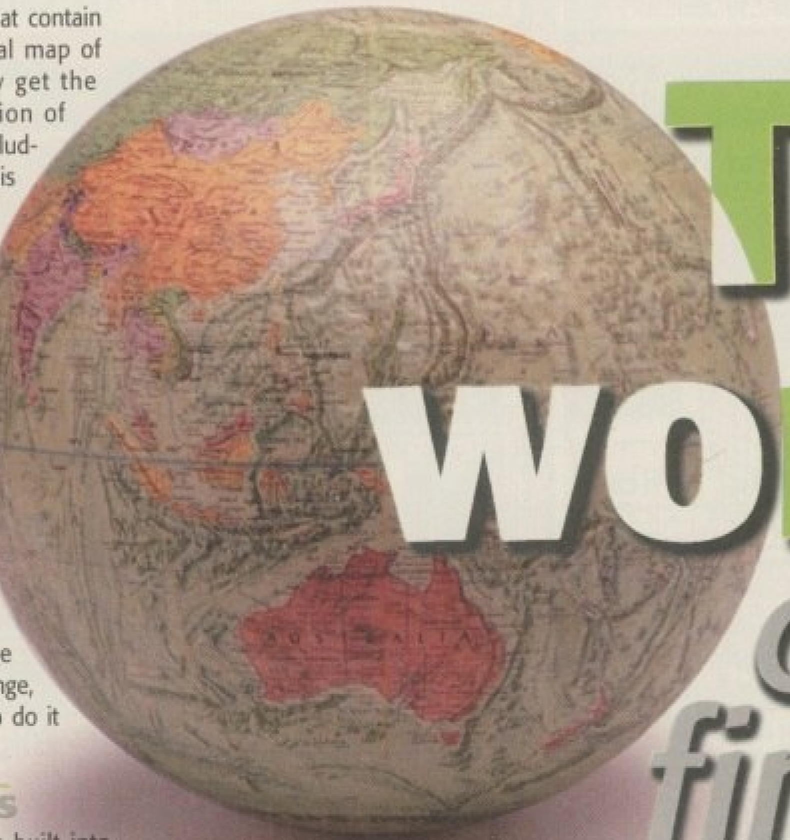
Low rate finance available




You can add extra maps as you go along, so potentially you could have the whole of Europe on screen




AmiAtlas's custom pop up gadget makes selecting recently used towns nice and easy



# The world at your fingertips

**Neil Mohr** longs for the wide and rolling open road and finds it with the route planner, **AmiAtlas**

Everyone knows the shortest route between two points is a straight line – the Romans knew it, look at all their old roads, dead straight. If you wanted to go anywhere back then you just got into your two horse powered chariot and let her rip down Caesar's Way, doing a cool twenty mph. Nowadays, thanks to the brilliantly planned road building policy things are not quite so easy. In fact I hear a couple of universities are thinking about starting up PhDs in trip planning.

For anyone who does not have such a degree, AmiAtlas is just what you need. The only other Amiga route planning program I can think of is GBroute – that was a bit of a half hearted port of the PC program. It is also pretty old now and there really is no comparison, whatsoever, to AmiAtlas.

AmiAtlas comes on two disks that contain the main program and the normal map of Germany. As standard you only get the German map but a wide selection of European countries are available, including one for the UK and Ireland. This may not seem too helpful but if you ever venture out to Germany for a holiday, or for whatever reason, this would then be very handy.

As this is a German product the first thing you have to do is change the language to English from the 'Verschiedenes' or Miscellaneous menu. Once done, all the menus and windows will appear in English. The program uses the normal locale catalogues that were introduced with Workbench 2.1 but it does not automatically detect which language you are using which is a little strange, but once done you do not have to do it again.

## Function icons

As standard the tool dock that is built into AmiAtlas is turned off so you will probably want to turn this on as well. This gives you a lovely scrollable selection of icons at the top of the map window. From here most of AmiAtlas's functions are available.

When you first run AmiAtlas it loads up the last map you were using, and it is possible to set a start location. Therefore, every time it is run, AmiAtlas will always be centred on your chosen place. In this case you will be presented with a map of Germany.

When it comes to how you have the maps loaded, AmiAtlas is very flexible. As long as you have enough memory you can load as many maps in as you want. It is also very simple to add another map to an existing one, and you can merge maps to create a single new map file, so removing the hassle of having to load multiple maps in the first place.

Guiding your way around the map is a very simple business – you can use the cursor keys to scroll around or for larger jumps the proportional sliders are available. An elastic band zoom enables you to get a closer look at which ever roads or towns take your fancy. Even on a plain A1200 the map redraws are very quick – you will have to start twiddling you thumbs if you load both the UK and German maps and zoom right out, but then you are being a bit silly so it serves you right.

If the screen refresh is not quick enough, due to there being too many roads or towns being drawn, there is a comprehensive set of drawing tools to allow you to precisely choose what should or should not be shown on the map. From the point of view of drawing the land, things like islands and rivers can be removed, along with the ability to tell AmiAtlas not to bother colouring in the land and sea – this would also be helpful if you are running in less than16 colours.

## Road mapping

AmiAtlas has a fairly straightforward way of organising the roads and towns, going from minor back roads up to motorways, and from capitals to drive through to towns. Using the Map Detail requester you can specify exactly which roads and towns should be displayed. It is also possible to show motorway cross overs and exits. Other details that can be viewed are parks, hotels and rivers. Unfortunately, the

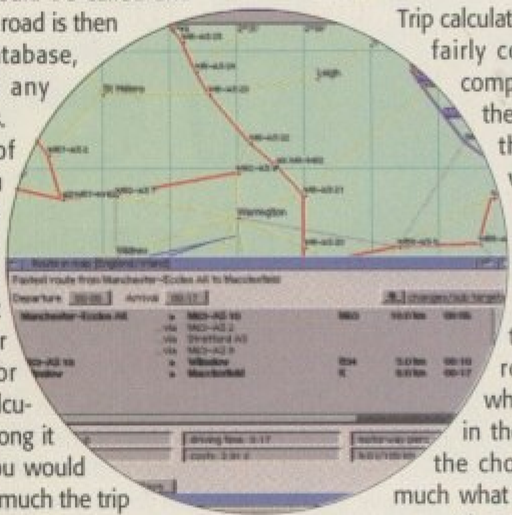
## Making it work

*Installation of AmiAtlas is through the standard Amiga Installer so no problem there. The program and German maps are extracted from the first two disks into their own drawer and an assign has to be made in your user-startup. If you then want to install any other maps these come separately on another disk, are again installed using the Amiga installer, which is copied straight into the AmiAtlas directory into a new drawer, each country having a separate drawer*

English map that comes with AmiAtlas only contains the road and towns data. Compared to the accompanying German map this is fairly sparse, as the German map has full details on hotels you can stay at. Just ask to view the hotels and a bunch of little bed symbols will appear on the German map. Click on one of them and you get a full run down on that hotel, including the full address, phone and fax numbers, how much rooms are, what you get in the rooms, what other types of functions they do, and what credit cards they take – pretty extensive I would say. The same goes for amusement parks, with AmiAtlas giving you information about how much it is to get in and what rides and attractions each park has.

If you wanted, it is possible to enter new towns and roads, so if new road routes do appear you can update the AmiAtlas map. This process is fairly painless. To add a new town you just have to click on the map where the new town should be placed. You then, using the pop up gadget, select which country and county the town should be placed in, along with which roads should run into it. The same process is used to add new roads – you can just pick the start and destination towns, along with what the road should be called and how long it is. The new road is then added to the map database, and will be used in any future route calculations.

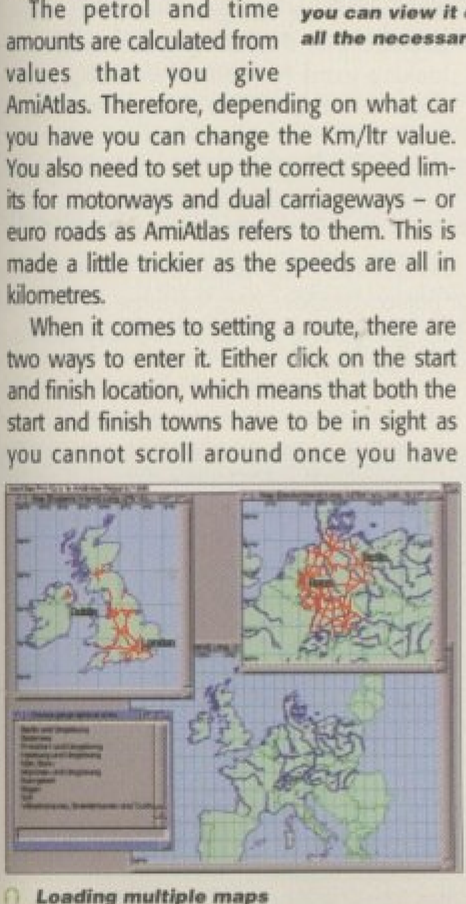
The main use of AmiAtlas is to help you work out the best route to take for a certain journey. In doing this AmiAtlas can work out the fastest, shortest or most pleasant way for you to go. It can also calculate how far and how long it is, how much petrol you would use and therefore how much the trip would cost you.



Once a route has been planned you can view it on the map and see all the necessary change points

The petrol and time amounts are calculated from values that you give AmiAtlas. Therefore, depending on what car you have you can change the Km/ltr value. You also need to set up the correct speed limits for motorways and dual carriageways – or euro roads as AmiAtlas refers to them. This is made a little trickier as the speeds are all in kilometres.

When it comes to setting a route, there are two ways to enter it. Either click on the start and finish location, which means that both the start and finish towns have to be in sight as you cannot scroll around once you have picked this option, or you can just enter the town names straight into the string gadgets.



Loading multiple maps is no problem for AmiAtlas

> *"The main use of AmiAtlas is to help you work out the best route to take for a certain journey. AmiAtlas can work out the fastest, shortest or most pleasant way for you to go"*

A good feature here is that you can enter the start of the town name. Press return and a list of close matching town names pops up, allowing you to quickly select one of them. AmiAtlas also stores previously used names in the pop up gadgets, again allowing you to quickly select a regularly used town. You can also add stop off points to your route, in the same manner, allowing you to go via other towns.

Trip calculation is very quick – even fairly complicated ones are completed in seconds. You then get a breakdown of the route with all the various road changes, how long it takes, how much petrol you use, and you can view it on the map. When we tested it with long routes down south which a couple of people in the office regularly take, the chosen route was pretty much what they considered to be the fastest route. Coincidently, the petrol consumption and pricing was also about right.

The only real discrepancy was the amount of time the trip would take. The time calculated by AmiAtlas would normally only be around 2/3 of what the trip would actually take. For instance, it reckoned it should take me 20 minutes to get to work. Even with good traffic this figure should be more like 35 minutes, but otherwise the planned route was perfect.

As it is possible to load more than one map into AmiAtlas, you can have both the German and UK maps visible along with any others you may add. Unfortunately, you cannot plan routes from the UK to Germany as there is no French map to fill the gaps in between, and the absence of any ferry routes or a channel tunnel route would also make it a little difficult. It would be interesting to see if this would be possible if you did have the French map, and such things like ferry routes were taken into account.

The main problems with AmiAtlas all come about because it is a German product. If you were German you would not have any complaints with the program, but English people are generally different and can be a little picky about things. It is a little annoying that you have to tell it that you are working in English, and that you also need to state that you want money to be worked out in pounds. Fair enough – there are at, least, options to allow you to change the currency and language, but it would be nice if it could do this automatically.

## Jargon box

*Locale – an extension available since Workbench 2.1 that allows any program supporting Locale to work in, potentially any language*

*Catalogues – part of the locale language system. For a program to work in French it needs all the English text that is used in it to be translated and stored in a French language catalogue*

*Installer – someone finally realised that it might be a good idea to make installing programs onto hard drive a little easier for the user, so the Installer program was written*

*Dock – a term taken from the operating system NextStep used on a computer called Next. A dock is a group of icons that gives you a short cut to other functions*

## AVAILABLE MAPS

*Currently, eleven other maps other than the standard German map are available, these are:*

| | | |
|---|---|---|
| Germany plus | Italy | Poland |
| France | Belgium | Hungary |
| Austria | United Kingdom and Ireland | Czechoslovakia |
| Denmark | | |

*A Spanish map is being worked on and a single European wide map is also being considered. All these extra maps are 30DM, apart from the extended German map which is 45DM.*

## HARD TO FAULT

*Any criticisms I have managed to dig up here are really very minor – things like the kilometre measurements are a little annoying, but they do not change the fact that the program is very useful. If you ignore these slight niggles, AmiAtlas is nearly flawless. If the programmer could remove the leftover foreign words and allow miles instead of Kilometres I would not be able to fault it in any way. Currently, the only other major problem is that the on-line help has not been translated, but AmiAtlas is so easy to use you do not need it.*

## Bottom line

### REQUIREMENTS

**RED** *essential* **BLACK** *recommended*

2 Mb RAM
3Mb hard disk space
2.0 Workbench
020 processor
6 Mb RAM

### PRODUCT DETAILS

| | |
|---|---|
| Product | AmiAtlas |
| Developer | Andreas, RegulSteinweg, 661462, Königstein, Germany |
| Registration | 50DM AmiAtlas Pro<br>30DM Uk/Other map<br>20DM Postage |

### SCORES

| | |
|---|---|
| Ease of use | 94% |
| Implementation | 79% |
| Value For Money | 90% |
| Overall | 89% |



# The silver screen

**Frank Nord** examines the latest 3D program in depth... **cue**

Sever since mankind first picked up a stick or rock and thumped it on something else in order to create something, we have been fascinated by building things with our bare hands. Our tools were at first primitive; flint replaced wood, bronze replaced flint, iron replaced bronze, but we used them to help us develop other useful things such as transport and shelter.

In recent years our cars, aeroplanes and buildings have become so complex that we use computers to help us make them instead of set squares, axes and magnifying glasses, and building things has become a more abstract process. There are people alive today who could build a complex motorcar or an office block that have never done so in the real world.

## COMPUTER WORLD

Their achievements are all based in the virtual world of the computer. Even films are being made on computers with silicon actors replacing the real thing. Films like Disney's Toy Story or ITV's ReBoot are paving the way forward using the latest technology to build their worlds.

So welcome to the wonderful world of 3D according to Cinema4D. It's a new package of German origin on offer from HiSoft Systems and is a low-cost competitor to the likes of Imagine, Real 3D3 and LightWave. But before we start comparing features, let's have a look at the product. Cinema4D comes on six disks which have to be installed on a minimum of a Workbench 2.04 machine with 9Mb hard disk space, but Cinema4D definitely prefers Workbench 3 and takes advantage of the AGA chipset to the full.

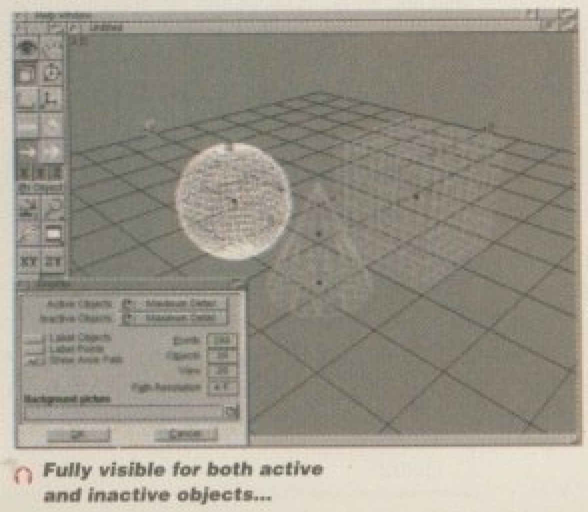
If, like me, you have an older ECS machine, but you have a graphics card, then Cinema4D will happily work on a high resolution display, but it seems that the current version isn't overly keen on chunky pixel screenmodes, so it might be best to run on a planar screen if your RTG software supports it.

Usually, the conversion is only run on screen with more than a certain number of bitplanes, so you might be able to get around it that way – the only thing you'll lose is the ability to render in a window on the Cinema4D screen as the interface itself only relies on a four colour palette. Other than that, unlike current versions of LightWave and Imagine, there are no limitations for graphics card owners and considerable advantages, the most obvious of which is the increased fineness of the vectors used to represent objects on the screen which is a definite help when your scene is getting cluttered.

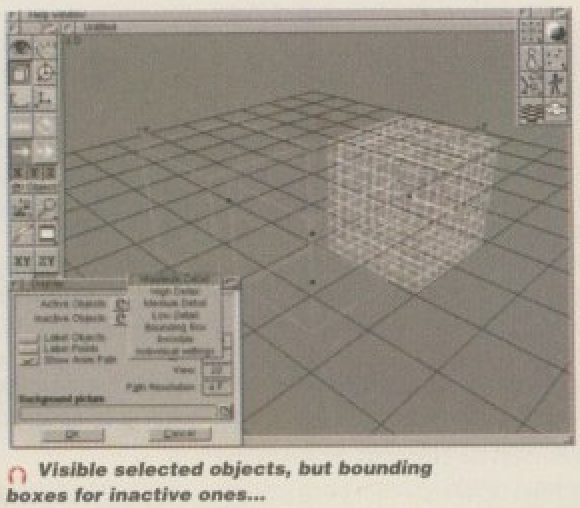
So let's have a look at the software. First impressions are very good. Here's a piece of software with a stylish grey interface, sharp looking icons in toolbox windows, and a main window which can show several

## MODEL DEPT.

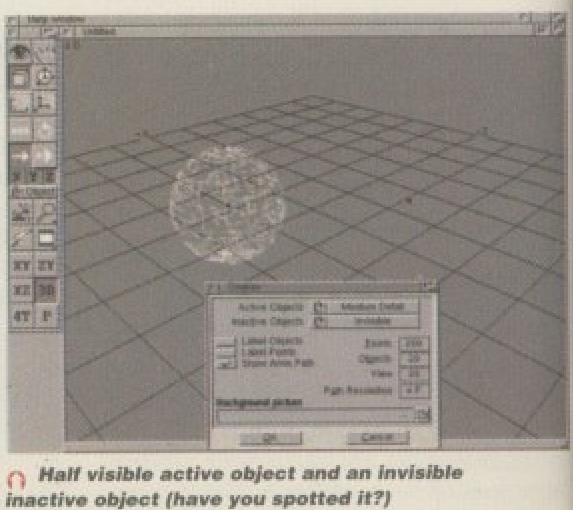
*Cinema4D has a really good attitude towards the display of your models. If you are running on a slow machine (aren't we all, even if we have an '060?), you can change the way your objects get shown to speed up the display. You can separately alter the way active and inactive objects are shown in case you want full detail while you are editing an object (handy, that), but aren't too bothered by the way it looks while you are editing other objects. Cinema4D gives you a range of settings from fully visible to fully invisible, and will even start to perform automatically when your object database gets too large so that you don't end up just getting an out of memory warning (your machine crashes).*



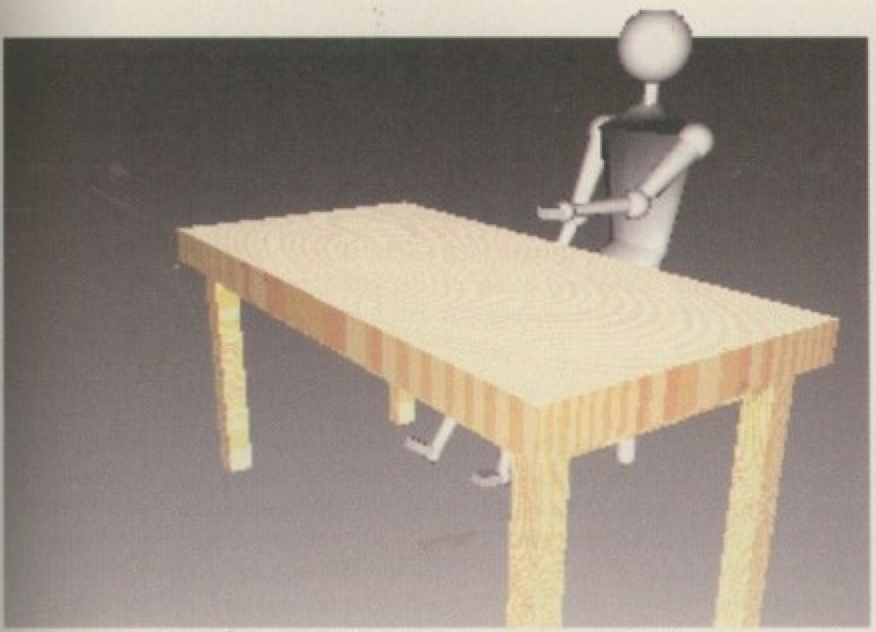
**Fully visible for both active and inactive objects...**



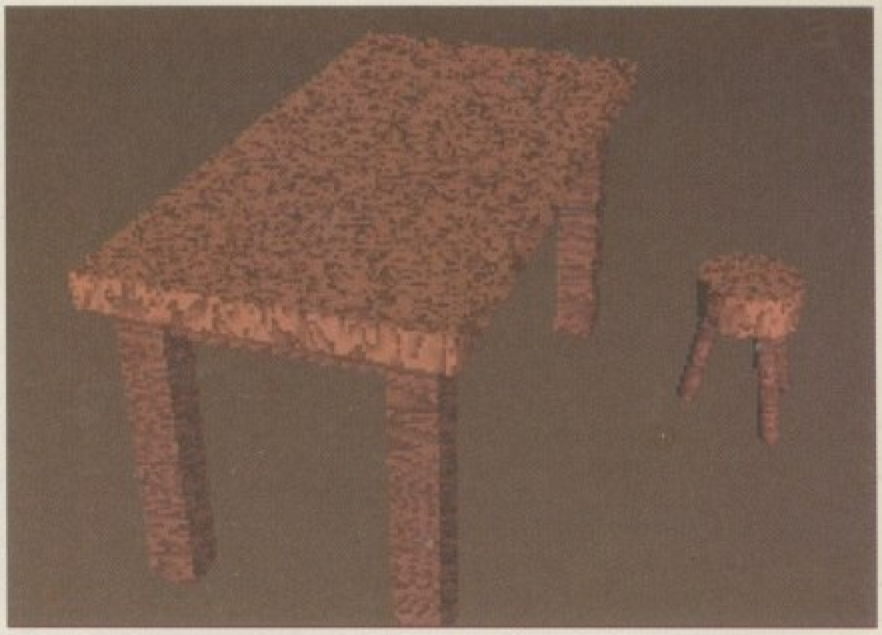
**Visible selected objects, but bounding boxes for inactive ones...**



**Half visible active object and an invisible inactive object (have you spotted it?)**



Cinema's scene contains the ready made mannequin model



Since Lightwave doesn't come with a bloke, it's just the table and stool

different views, all at once or one at a time. If you want to you can run more than one main window to give you a number of different views of your scene. To save space, your toolbox icons are actually pop-up menus which save further space by doubling up their functions. This is also a time-saving feature and one that comes in very handy.

## POP-UP

The way it works is that if you select one of these pop-up options it works using the defaults set into the program, but if you are holding down the shift key or using the right mouse button to pop up the menu, releasing the mouse button over a pop-up menu item will open a dialogue window to let you alter the settings the item will use. For instance, if you choose the cube item from the 'Create primitive' pop-up menu, Cinema4D will chuck out a cube 200mm across by default. However, if you hold down the shift key while selecting the cube, you will be presented with a numeric requester in which to put the dimensions of your object.

The same principle applies to menu items as well as the pop-ups, although you are obviously restricted to using the shift key to get to the settings requesters as you are already using the right mouse button to open the menus in the first place. However, what is odd is the fact that with all this space saving, Cinema4D still offers you both a disc primitive and a cylinder object, even though you could always just extrude the disc.

The same applies for the cube and rectangle items and it does seem odd that you can only enter one dimension for a cube (side length). Okay, so a cube is supposed to have equal length sides all round, but it would be more ergonomic to allow the user to enter all the dimensions of the cube to create boxes of differing sizes more quickly than having to scale the cube in different directions to create the same effect.

This is the main problem with Cinema4D and it also plagues Imagine (to a greater extent I would say). The way the interface works isn't as fluid as it could be, forcing the user to use an awkward combination of the mouse and keyboard to achieve what she needs to. Working with a mouse is great if

> ***"Welcome to the wonderful world of Cinema4D – a low-cost competitor to the likes of Imagine, Real3D and LightWave"***

you are just starting out with a package – some people rely solely on their mouse skills, never touching a keyboard shortcut – but most people want their work to progress as speedily as possible, so therefore want to be able to circumvent the sometimes lengthy process of moving the mouse to and fro to go from the object to the toolbar and back to the object and so on. Cinema4D has a number of shortcuts, especially for the menu items, but needs a method by which you can select the move, scale and rotate functions more easily than by using the mouse.

But I don't want to give you the idea that Cinema4D isn't any good. It has some absolutely superb methods of working including an object hierarchy similar to that used by Real3D. In fact, if you have used

## PROPS DEPT.

***Cinema4D has so many ancillary features that it becomes hard to find the space to mention them all, but ones to be noted include the separate ray tracer which can be run on its own, taking advantage of all available memory (the other advantage is that versions of the ray tracer could be written to take advantage of a co-processor board like MacroSystem's DEC Alpha board or Phase5's PowerUp without the need to convert the entire package). Cinema4D also has an object converter that will read a wide variety of objects and convert for use in Cinema4D.***

## SFX DEPARTMENT

*Just like Imagine, Cinema4D can add effects to an actor in its animation timeline window. This window is very reminiscent of Imagine's Stage editor but, unlike Imagine, its use doesn't preclude you from doing anything else. Along with the usual and pretty pedestrian explode effect, there are more impressive ones such as the pulse effect where you can alter the shape of a range of objects according to a mathematical formula, such as a sine wave.*

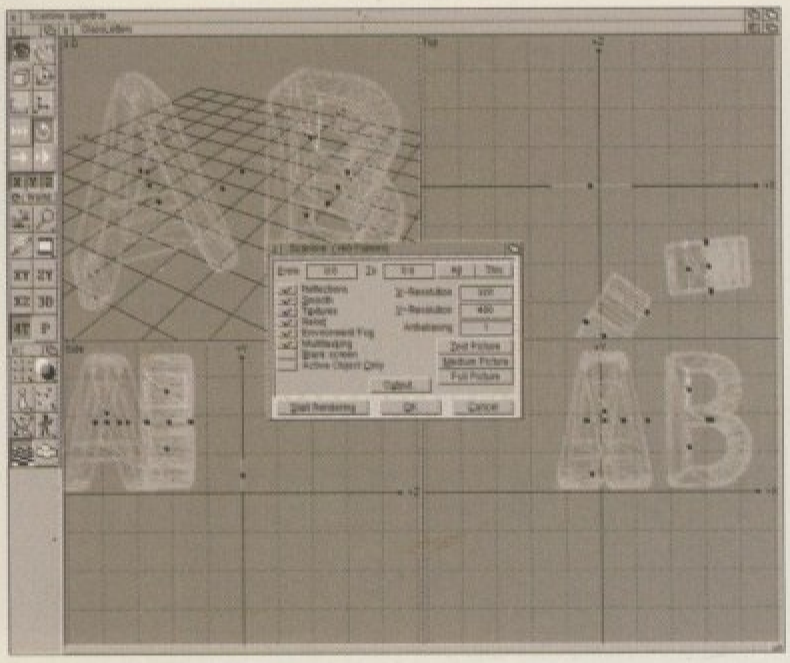
*Objects pulsed in this fashion react in different ways according to whether you have chosen to include sub-objects in the wave or not, and some pretty interesting results can develop, especially since you can define a pulse for not only the size of the object but also its position and direction.*

*Just like almost every other 3D package I have worked with, Cinema4D allows you to morph one object into another, but, again, just like every other 3D package I have used, you have to make sure that both objects have exactly the same number of points and edges.*

*Cinema4D also has two other effects that I have never seen in a low-end package anywhere, and they are Vibration and Melt. Melt does exactly what you might think and is actually a bit limited in its uses. You can almost do exactly what Melt does by stretching your object vertically down to nothing over the course of your animation, while stretching it out horizontally to make it look like a puddle is being created.*

*Having said that, it is nice that Cinema4D provides an option to do this automatically, saving you the trouble. Of course, it doesn't do any of the funky things that Dynamation can do like melting your object so that it pours down a funnel or splits in two when melted over a knife, but then the only machines you can perform these feats on is an SGI, and if you've got the money to buy one of those, and Dynamation, then you won't be interested in Cinema4D anyway.*

*The last effect, and one I can think of plenty of uses for, is called Vibrate. This randomly jitters the selected object in terms of its size, position or rotation over a length of time. The effect is completely random and the only parameters you have to enter are for maximum extents of the jitter in either direction.*



**Preparing to render a scene in Cinema4D. Note the ability to toggle individual rendering options**

## WHERE ARE MY ACTORS

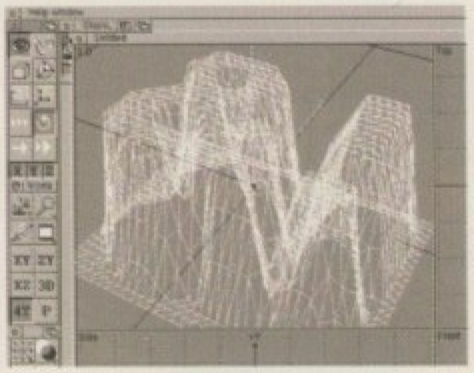
*Cinema4D has an inverse kinematics system built in and very handily comes with a mannequin object ready to roll at the click of a button. The IK system that comes with Cinema4D doesn't have any form of constraints that would be required to stop your elbow bending backwards, but that notwithstanding is actually damn easy to use and, apart from the odd hand pointing the wrong way, is pretty accurate. Although this doesn't make character animation into something as simple as a simple thing, it certainly beats manually positioning limbs hands down and is so much faster that you'll probably end up using it all the bloody time.*

Real3D (particularly v1.4) and Imagine, you swiftly feel at home using Cinema4D. But Cinema4D has features such as the automatic determination of units and the ability to use maths in numeric requesters (if you can't be bothered to work out the individual lengths of the walls in a non-rectangular room this comes in very handy), the background grid gets scaled with the display and disappears if it gets too small, unlike Imagine's, and the ability (if you run your Cinema4D screen in enough colours) to be able to render in a window on the Cinema4D screen is also a nice touch.

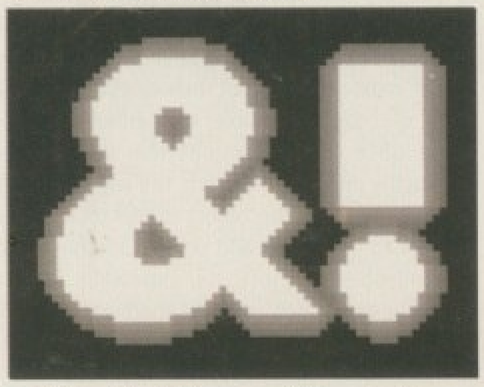
On the minus side, Cinema4D won't work with Postscript fonts (just like old versions of Real3D, fonts have to be built by hand and are all separate objects. You are supplied with two – Helvetica and Diamond – which both look pretty similar) and has no algorithmic textures at all, so anything other than solid colours has to be scanned, grabbed or hand-painted.

Then again, Cinema4D's method of ensuring that the texture you have applied works properly is superb and gives absolute control over texturing. The way it works is that you edit a grid which overlays your object which is subject to all the same tools as the objects themselves, such as rotate, move and scale.

The type of grid that appears depends on the type of texture wrap you have chosen – choose a planar map and you just get a flat squarish grid, but choose cylindrical or spherical mapping and you end up with a full or partial cylinder or sphere surrounding your object. Back on the positive side, Cinema4D has a help bar which constantly comments on whatever item your pointer lingers over, and Cinema4D's requesters all check your input and won't let you leave until you enter a figure which meets the minimum or maximum criteria. Cinema4D's numeric requesters also remember what figures you last entered, saving a lot of time when building a large number of similar objects.



**the &! isn't that easy to see when extruded, but it renders nicely**



**The original bitmap used for extrusion**

It also has some funky features like being able to set the light for your scene based on longitude and latitude settings, and a calendar to accurately recreate daylight, and a mathematical perturber for objects that allows you to change a ball into some sort of weird sea anemone in one easy step.

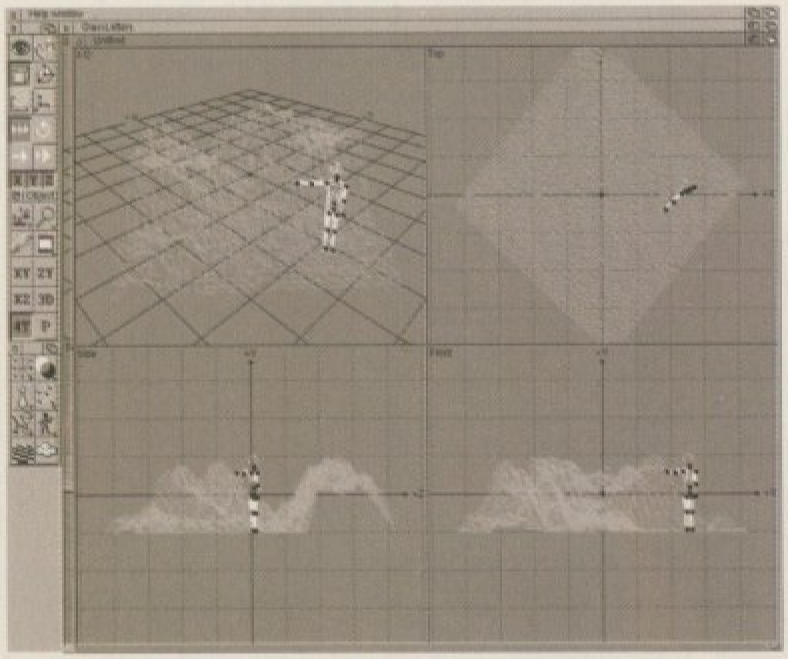
## IT'S A WRAP

*Well, that's all we've got room for. Cinema4D is a good package that needs some tweaking to make it a great package and is certainly a competitor for Imagine. With version 3 already looming on the horizon Cinema4D looks set for a bright future.*

## SCENERY DEPT.

*As a test I tried to build a pretty simple scene in Cinema4D and compared the time it took to the same scene built in LightWave. I constructed a simple table and a milking stool using primitives and boolean operations. I surfaced the objects and rendered the scene at a low resolution. From start to finish it took me over an hour in Cinema4D, but it has to be said that I am not as familiar with the package as I am with LightWave.*

*The same scene in LightWave took me about half an hour to complete (without the human model), but the important thing was that even if it had taken me the same time, it would have been easier because of the way LightWave is put together. Having said that, I also tried the same scene in Imagine 3 and it took me the same amount of time as Cinema4D, but it felt harder to create the scene and I* ***am*** *familiar with Imagine.*



**Here's a preparatory layout for my rendering of Richard Burton discovering the Mountains of the Moon**

## Bottom line

### REQUIREMENTS

RED essential — BLACK recommended

| | | |
|---|---|---|
| 3 Mb RAM | 2.04 Workbench | Hard drive |
| 68040 | 12 Mb RAM or above | RTG graphics card/AGA |

### PRODUCT DETAILS

| | |
|---|---|
| **Product** | Cinema4D |
| **Supplier** | HiSoft Systems |
| **Price** | £199 |
| **Tel** | 01525 718181 |

### SCORES

| | |
|---|---|
| Ease of use | 75% |
| Implementation | 75% |
| Value For Money | 85% |
| Overall | 80% |

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# Out for the count

In **Final Calc** Softwood think they've created the spreadsheet program to beat them all. **Gareth Lofthouse** reviews

1995 was not the kindest of years for Amiga stalwarts Softwood. While the return of the Amiga to production was good news for any company in the market, the absence of any of Softwood's software from Amiga Technologies' Magic Pack must have been a worrying issue for the makers of such well known programs as Final Writer.

Worse still, arch-rivals Digita International had a virtual monopoly on the contents of the pack as far as the serious applications were concerned. While the bundle represented a reasonably good deal for the consumer, it must have made rivals wonder if continued development of their products were worthwhile. After all, how many new Amiga owners are going to buy something like Final Writer if they already have a wordprocessor supplied for free ?

Nevertheless, Final Calc has now been released after four years of development, and the initial comparison with the Magic Pack's Turbo Calc looks favourable. The question is, however, does it offer enough that's new to win a large user base of its own?

## INTERFACE

To begin with that all important interface, Final Calc doesn't look quite so polished as PC industry standards like Excel and Lotus 1-2-3, but essentially the introduction of tool bars and drag and drop data manipulation follows their example in creating a user-friendly environment. As you'd expect from any professional Amiga program, you can control many functions in a variety of ways, from using drop down menus to keyboard short cuts.

Important for the beginner is Final Calc's on-line help facility. Whenever you select a command from a menu it will usually give you an explanatory option from an AmigaGuide. What's more, the instructions to be found are more helpful than the token aid you get from too many Amiga on-line help guides. Remember also that Softwood have a help forum in which you can get technical advice on Compuserve. Equally valuable for a technically daunting program like a Spreadsheet, Final Calc's good quality documentation makes it worth a few extra bob in itself. A Ring-binder containing extensive chapters on every detail of the program you could possibly want to know about really sets an example for Amiga products we can only hope is followed elsewhere. The only flaw in my view is the absense of a step-by-step tutorial, something that makes getting into the program that bit more difficult.

Fortunately, behind the glossy exterior you will find a number crunching program of immense power and flexibility. There's a comprehensive array of editing functions you'd expect – for example the ability to edit formulas and paste filenames, date strings, time formats, and cell ranges. There's also an amazing 178 maths functions with comparison and logical operators.

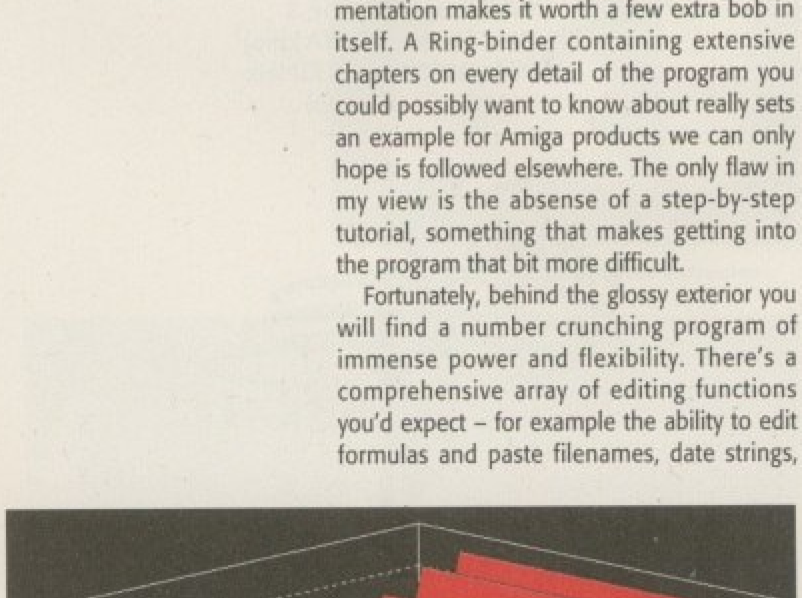
Final Calc uses a 'Recalc System' to calculate the value of formulas in each project. Basically, the Recalc scans through the project looking for formulas that need solving, evaluating the value of the formula in each cell, and then storing the result back into each cell. In Final Calc this all occurs auto-

## FINAL DEMAND

*It has to be said that the price probably precludes most casual Amiga users looking for something cheap to keep track of their personal finances. It's also a fact that this is Softwood's most demanding product as far as your Amiga's specification is concerned as well.*

*Though Final Data will work with 2Mb of RAM, they freely admit that to get a respectable level of functionality out of it you really need at least 3Mb. Not surprisingly, you'll also need a hard drive with 5Mb of free space since you can't run it off floppy. AmigaGuide and ARexx libraries are also highly recommended.*

*Though the requirements are fairly high, however, it's probably worth it for someone who really needs a more professional spreadsheet to work on at home.*



**Graphs can be generated in 3D with countless colour options, and they should print without jagged edges**

## GRABS THAT

*Final Calc probably has the edge over any rival in terms of manipulative power, but its primary selling point is more likely to be its superiority in terms of data presentation.*

*There is an extensive variety of graphs to chose from, allowing data to be presented in numerous different ways – for example, there's stacked bar graphs, pie charts and X-Y-Z scatters. These are presented in 2D by default, but each of them can instantly be transformed into a more visually impressive 3D model at the click of a button.*

*Generating a graph from a range of data really is very easy, but customising it to your requirements is more of a problem. It's possible to include titles, legends and notes around the visual data, but*

matically in the background and you can continue to work while it's happening – unless you prefer to recalculate manually, that is.

If you make a mess of the accounts, however, Softwood's program has a distinct advantage in its unlimited undo function. Final Calc keeps track of all the changes you make to a project's data, and allows you to undo any changes made up to the first change since you loaded or started the project. Even better, if you mistakenly undo one of your changes you can then redo it under the same principal.

**"Still there's no doubt that spreadsheets on the Amiga have never looked so good before, and this is important if you're in the business of illustrating conclusions about a set of data."**

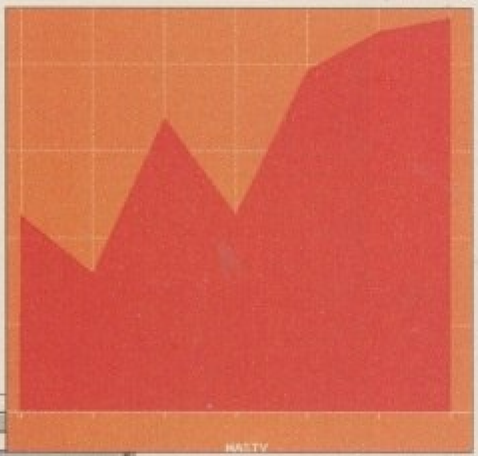
## SMART PRESENTATION

As you will have gathered if you've read the section on the program's graph generating capabilities, Final Calc is heavily geared towards the smart presentation of data. With this in mind 'Outline Fonts' are used when printing in order to achieve a better quality of print from the printer. It supports Postscript Type 1 and 3 files and Macintosh ATM font files as well as Softwood font files.

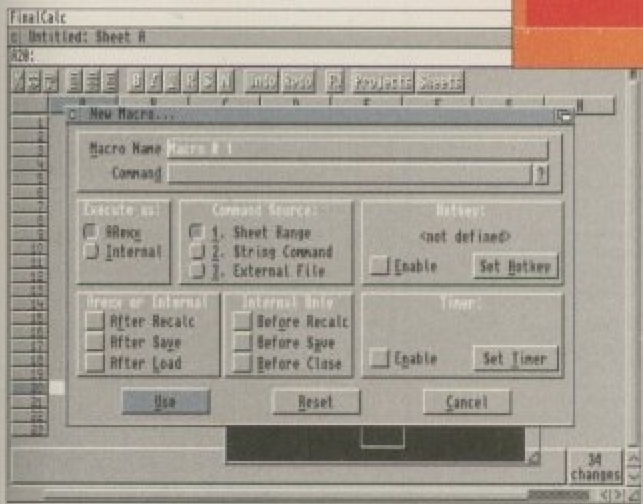
Final Calc will also prove valuable for those using industry standard Lotus 1-2-3.wk1 spreadsheet files at work, and who occasionally want to work on them on their Amiga at home, since the program supports this type of file.

More common but equally important for this type of program is the ability to implement Macros that will automate a series of operations, with obvious benefits on your productivity as a consequence. The toolkit is also a standard but necessary component of the spreadsheet, allowing users to import and export text and perform search and replace operations. A further strength is Final Calc's ability to treat data in a project range as a database.

AC



Generating graphs in itself is easy enough, but labelling and customising them seems unnecessarily tricky at times




The spreadsheet allows Macros to be used to automate repetitive tasks

### Jargon box

*ARexx* – A system script language that talks to programs that support it, allowing users to control one program from within another

*Cell* – A box in which data in the form of numbers, text or formulas is held

*Formula* – Performs calculations on, for example, a range of cells to come up with a total

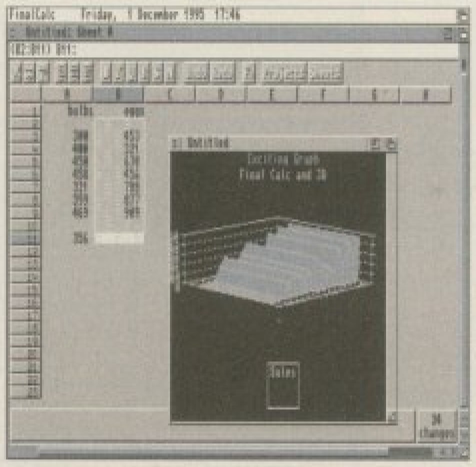
*Macro* – Defines a script and how it is run, allows tasks to be automated

## GRAB

*frankly it seemed unnecessarily tricky to get the results I anticipated. Similarly, you can alter the colours of just about everything, but again it seems like a surprisingly complex process. Of course, reading the manual properly overcomes this, but it's less user friendly in this particular respect than I had hoped for.*

*Still there's no doubt that spreadsheets on the Amiga have never looked so good before, and this is important if you're in the business of illustrating conclusions about a set of data.*

*Another breakthrough is Final Calc's ability to animate graphs so that changes through time can be displayed. This is undertaken using the Edit Animation window, and once again its not exactly child's play, so that ring-bound manual will again prove handy. Printing the graphs is pretty quick though because of its print spooler which will work on jobs in the background while you continue with your work.*



Data presentation is Final Calcs forté, though its manipulative powers are also impressive

## VERDICT

*So how does it shape up against the competition? Well the good news is that Final Calc outclasses any other Amiga spreadsheet in many respects. Its range of mathematical formulas should be sufficient even for full-time accountants, and unlimited undo/redo functions and online help are the sort of functions that make daunting programs more tolerable in use.*

*Of course, Final Calc particularly shines because of its presentation tools. This is not just a superficial benefit either, since a range of graphs give users valuable choices over how they present their raw data. Whether animation will be worthwhile for many users or merely a gimmick is unclear, but it's worth giving people the option to experiment.*

*There are numerous other plus points too, like the program's support for Lotus 1-2-3.wk1 files. However, though the program can import ASCII files from Final Data, they've failed to follow Lotus's example and push Calc as part of an overall Amiga suite. For years it's been possible to generate a graph in Lotus 1-2-3 and then easily incorporate it into an AmiPro wordprocessor document, so it would make sense for Softwood to advocate a similar use of Final Calc and Final Writer.*

*Generally, I think more work needs to go into making Final Calc a more instinctive, easy program to use, though no number of pretty icons are going to make a spreadsheet the easiest type of software to get to grips with. The online help is a good start and the manual is excellent, but some functions still seem unnecessarily complicated.*

*Then of course there's the matter of price. Final Calc isn't cheap, but then it offers a level of professionalism that justifies it. The Amiga deserves a spreadsheet package for the more serious user, and this is certainly a good step in the right direction.*

## Bottom line

### REQUIREMENTS

**RED** *essential* **BLACK** *recommended*

2 Mb RAM (essential); hard drive; WB 2+ Workbench; 3 Mb RAM (recommended)

### PRODUCT DETAILS

| | |
|---|---|
| Product | Final Calc |
| Supplier | Softwood |
| Price | £99.95 |
| Tel | 01773 836781 |

### SCORES

| | |
|---|---|
| Ease of use | 68% |
| Implementation | 90% |
| Value For Money | 85% |
| Overall | 80% |

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| [WB3+] | Workbench 3+ Only |
| [2D] | Number of Disks |
| [1MB] | Minimum Memory |
| [AGA] | For AGA Machines |
| [030] | Minimum Processor |
| [HD] | Hard Drive Needed |

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**U688 BASIC ELECTRONICS v1.5** want to learn electronics? [2D]
**U689 TURBO CAT PRO v1.1F** much updated version of the disk cataloger. Just put in a disk, read the files and print/save the list. [WB2+]
**U691 VMM v3.2** you can now use virtual memory [020+] [WB2+] [HD]
**U692 F1-GP EDITOR v3.01** updated '95 version [WB2+]
**U693 A SPELL v5.8** adds a spell checker to most text editors [WB2+]
**U695 NAVIGATOR v2** This is SUPERB! Allows you to fly around, in realtime, a 3D arena. From architechtural to musical instruments. **NTitler** is a realtime 3D titling system - allows virtual reality modes. 3D text and model effects could be used to overlay onto video or for presentation work. **NWiper** is a presentation system that allows uses texture mapping to make 3 Dimensional IFF picture wipes. Get this now! [WB2+] [020+] [HD] [2 Disks]
**U699 MESSY SID v3** allows you to read and write to PC 720K disks without CrossDOS or WB3! Also transfer files each way. [WB2+]
**U700 TEXT ENGINE v5** latest version of the superb text editor [WB2+]
**U701 DATATYPES DISK** need the PNG, Font, REKO datatype!? These are just three out of many WB3+ datatypes for Workbench on here.
**U702 SHAPE SHIFTER v3.2** is the much-raved latest version of the superb Apple Mac emulator. You need MAC ROM's and System 7.5 to use this program. [020+][WB 2.1+][4 MB+][HD Recommended]
**U704 MAGIC PAINT BOX** DEMO of the F1 title [WB2+]
**U705 CHEATS v2.1** 000's of cheats here [2 Disks] [WB2+]
**U706 VARK CLI TOOLS 9** Loads of great CLI tools.
**U708 POWER TITLER DEMO** superb video titler - rivals Scala
**U710 SONIC DRUM KIT v2.1** FULL version of the drum sequencer
**U711 GUI AMOS v1.9** create GUI's for AMOS Pro [WB2+]
**U712 PROTECTOR v1.1** protect your hard drive [WB2+]
**U713 NUCLEUS PRO DEMO** wow! A demo of a forthcoming menu/front-end and interface creator. Allows you to create AGA front-ends for disks, hard drives or CD's with ultimate ease. The best ever. Try this!! [AGA]
**U714 FINANCIAL ACCOUNTS v1.21** accounts program [WB2+]
**U715 EXECUTIVE MAN v3** executive help for WB [WB2+] [HD]
**U716 FIASCO v1** superb database system - easy to use [WB2+]
**U717 ULTRA ACCOUNTS 2** decent accounts package [WB2+]
**U718 DEMOMANIA v1.80** Complex (you've seen their demos!) have produced this demo creator for you to create scene demos! [WB2+] [2 Disks]
**U720 MAGIC 64** wow! At last - load both D64 and T64 files into a C64 emulator with ease. If you're a C64 fan then you cannot miss this program. Loads of features make it the best C64 emulator there is! [AGA]
**U721 REMDATE v2.1** personal diary/organiser [WB2+]
**U722 FINAL WRAPPER v3.11** create text spirals, swirls, put text onto sine waves etc. For Final Writer release 2/3. [WB2+]
**U723 POWER PROCEDUERS v1.30** AMOS extensions.
**U724 BLITZ BASIC v2.1** a demo of the forthcoming programming language behind Skidmarks, Blitz Bombers, Gloom etc [WB2+]
**U725 XIPAINT v3.4** demo of a good AGA paint package [AGA]

## LATEST GAMES

**GM248 DELUXE PACMAN AGA** Wow a pacman game by the author of Deluxe Galaga.
**GM258 BATTLESHIPS** A very playable game by the Assassins.
**GM263 CODENAME NANO** superb thrust game. Get it!
**GM264 SCORTCHED TANKS v1.85** multi-player tank game
**GM266 BLITZ BOMBERS** demo of the multi-player bombers game
**GM268 EXCELL. CARD GAMES III** A few card games here. [AGA]
**GM269 MASTER BLASTER II** decent bomb game
**GM271 SUPER COMBAT 3** this is a two player version of cannon fooder. Superb graphics - Object to kill other player. [2 Disks]
**GM273 REBELLION** an asteroids clone with a difference
**GM275 MARATHON** 2 player action game
**GM276 THE DEVILS ABODE** written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
**GM277 SPEED - DOOMER 2** version 2 of the Doom clone. More graphics, finer detail (walls etc) and much faster scrolling. [AGA]
**GM279 ALIEN BASH II** very similar to Chaos Engine....very good.
**GM280 SKID RACER** car racing game, not bad. [WB2+]
**GM281 DUCK DODGERS** great platform game with ducks [WB2+]
**GM282 TRAP 'EM** good platform [trap aliens] game [WB2+]
**GM283 ZOMBIES** Alien Breed style shoot-em-up [AGA]
**GM284 DARK ANGEL** Flashback style, platform in a power complex
**GM285 BLACK DAWN V** another version of the adventure [WB2+]
**GM286 GALLEONS** 2 player 3D shoot-em-up [WB2+]
**GM287 ENGINES** 2 player thrust game [WB2+]
**GM288 HELSINKI FORCE** 2 player good karate game [3 Disks]
**GM289 CARDZ** load and use AGA Klondike cards on ECS Amiga!
**GM292 POWEROIDS** good, rendered asteroids clone [020+]
**GM296 INNER DEMONS** spooky adventure [4 Disks]
**GM299 SUPER SKIDDY THINGS 3** superb racing program for one or two players. Direct your rubber suited penguins around the ice!
**GM300 GRAVITY FORCE II EDITOR** edit gravity force 2 [WB2+]
**GM301 DELUXE GALAGA v2.6C** A super shoot-em-up with the usual additions such as the power-ups, weapons etc. AGA version. [AGA]
**GM302 AUTOMOBILES v1.5** superb racing game for the Amiga. Loads of different tracks with the ability to have upto 4 players. [2 Disks]
**GM303 EMOTIONAL CONFLICT** 3D adventure
**GM304 JIGSAW v2.2** jigsaw/strategy game [AGA]
**GM305 PRO FOOTBALL v1.1** footie prediction [WB2+][2 Disks]
**GM306 BOOMIN 'ECK** dynablaster clone [WB2+]
**GM310 COALA DEMO** demo of new Coala helicopter game [WB2+]
**GM311 FENDERS - TITANIC EDITION** car crash derby game
**GM312 PENGUINS** a demo of a cute platform game [WB2+]
**GM313 MOTOR DUAL** classic 3D 1/2 player race and chase game between two vehicles - kill the other player before time runs out [WB2+]
**GM314 LEGEND OF POUNDS ISLAND** 3D adventure [WB2+]

## HOT NEW DEMOS

**D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY"** Winner of the Primavera party 95. Get this! [2 Disks] [4MB+] [AGA]
**D213 PARALLEX/CCN "DEEP"** Winner of the Gathering 95 [2 Disks] [HD] [4MB+] [AGA]
**D216 FACULTY "MAN ON MOON"** Very good demo from Faculty - needs loads of Mem! [4 Disks] [HD] [6MB+] [AGA]
**D217 ABYSS "DRUGSTORE"** [2 Disks]
**D219 SANITY "ROOTS II"** wow! A very decent demo release [020+]
**D220 FREEZERS "DREAM WALKER"** [2 Disks]
**D221 FREEZERS "LECH" AGA** won the Ram Jam charts "best demo in 1995". Loads of the same routines - tunnels etc.
**D222 ARTWORK "GREENDAY"** Won a recent party in Germany - very decent all round. [AGA] [HD] [3 Disks]

### Latest demos continued........

**D226 SUPREME "CHAOS"** [HD]
**D227 SCOOPEX "ALIEN"** Scoopex are BACK in the '90s with a good demo release! [AGA]
**D228 STELLAR "HUMAN"** Stellar release "Human excrement in ...", lets say no more!
**D230 MELON "PLANET M"** another classic release from the guys at melon. Released at a party in the Netherlands recently.
**D231 AXIS "PICTURE BOOK"** must be one of the best demo releases for many months, comprehensive. [AGA] [4 Disks]
**D234 INTERACTIVE "ABSTRACT"** another release from the party in the Netherlands. Excellent routines. [HD] [4 MB]
**D235 MELON DESIGN "BAYGON"** superb cartooney style demo!
**D236 EMBASSY "THRILLED"** Assembly '95 release [HD][2 Disks]
**D237 SILENTS "FRUIT MACHINE"** superb Assembly '95 demo!
**D238 VANITY "AMAZED"** stunning new demo from Vanity, all the usual effects (but more of them!). Get this! [AGA] [3 Disks]
**D239 OXYGENE "CONTROL"** from the G.A.S.P. party '95. [2 Disks]
**D240 PARALLEX "ZIF"** G.A.S.P. winner. Good. [2 Disks] [AGA] [HD]
**D241 ASSEMBLY '95 INTROS** collection of intros
**D241 AXIS "TIME & EMOTION"** music disk from Axis [WB2+]
**D242 HOODLUM "WATER WHISPER"** decent effects [AGA]
**D243 MYSTIC "FEAR"** Intel Outside demo. Good. [AGA] [2 Disks]
**D246 TBL "QUE?"** new - from Remedy '95 [2 Disks] [AGA] [HD] [4MB]
**D247 RAZOR 1911 "FALKORV"** wow! [4 Disks] [AGA] [HD] [4MB]
**D248 SCOOPEX "ISO"** they're back! Get it now! [2 Disks] [AGA]
**D249 STELLAR "AURORA"** new from Stellar! [AGA]

## MISCELLANEOUS

**GRAPEVINE 21** superb disk magazine from LSD [2 Disks]
**DEADLOCK 9** superb disk magazine by Anathema/Narcosis
**NFA WORD 5** disk magazine from NFA [AGA]
**NFA WORD 6** disk magazine from NFA [AGA]
**NFA WORD 7** disk magazine from NFA [AGA] [2 Disks]
**NFA WORD 8** OUT NOW! Latest disk mag from NFA [AGA] [2 Disks]
**NFA BODYSHOP 8** [AGA] [3 Disks]
**SHERILYN FENN SLIDESHOW** [AGA]
**PHEOBE CATES SLIDESHOW** [AGA]
**ERIKA ELENAIK SLIDESHOW** [AGA]
**NIKI TAYLOR SLIDESHOW** [2 D] [AGA]
**TINY TOONS CLIPART** superb hand drawn clipart
**NFA BIG GIRLS II** [AGA] [3 Disks]
**X-FILES GUIDE** guide to the TV Show
**GCSE MATHS EXAM PAPERS** GCSE help
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**UFO : FINDING THE TRUTH** [2 Disks]
**UFO : FINDING THE TRUTH 3** paranormal and UFO stuff
**ALIENS CONFIDENTIAL 2** UFO and paranormal guide
**WEATHER GUIDE** [3 Disks]
**LUCIFERS "UNHOLY INNOCENCE"** [2 Disks]
**LUCIFERS "WICKED GRIMOIRE"** bizarre cult stuff
**LUCIFERS "BOOK OF SHADES"** [2 Disks]
**MAGNETIC FICTION** demo of the story collection
**KIDS DISK 7** another under 5's program
**SCOOPEX "ARTCORE"** Doom-like gallery slideshow! [AGA]
**NFA SOURCE 'N CODE 2** AMOS source 'disk' magazine
**TITANIC II** interactive database on the Titanic disaster [2 Disks]
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# MAIN LIBRARY

## MORE UTILITIES

**U076 WB3 HD INSTALL DISK** Prep, format and install WB to your Hard Drive. [WB3]
**U230 TOOLS DAEMON V2.1** Adds tools to your WB Menu. [WB2+]
**U239 RE-ORG v3.11** Re-organise your disks/hard disk. [WB2+]
**U302 VIEWTEK v2.01** show JPEG and GIF pics with ease. [WB2+]
**U317 ACTION REPLAY PRO** Action Replay for the A1200 [AGA]
**U318 VIDEOTRACKER DATA** data files for Videotracker. [4 D]
**U349 LIBRARIES + DATATYPES** Do you ever need a library? Here's a collection!
**U352 MAGIC WB v1.2P** The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
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**U408 DISK SALV v2.31** This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
**U416 AMIGA DOS GUIDE v1** Learn Amiga DOS with this program.
**U426 EPU STAKKER v1.70** double your hard drive space! [WB2+]
**U434 EDWORD PRO v5** Edword Pro is the most comprehensive and easy to use word processor on the PD market. [WB2+]
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**U479 MSDOS FOR AMIGADOS** Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "*.*" [WB2+]
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**U514 DISK STICK v1.1** A disk labelling program.
**U521 ADDRESS PRINT v4** Store addresses and print them to labels.
**U523 DOPUS MAGIC COMPANIAN** Loads of buttons, AREXX scripts for Dopus. [WB2+]
**U533 CAR DATA ANALYST** Monitor and test your car's performance. First for the Amiga.
**U543 TOOLS MANAGER** Allows you to have a "dock" of icons on Wbench. [2 Disks][WB2+]
**U553 GFX CONVERTOR v1.7** Decent graphics convertor. Loads about 10 formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG. [WB2+]

### More utilities continued........

**U554 SOUND BOX v1.97** Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. [WB2+]
**U560 DELITRACKER II v2.1** A great module player. [WB2+] [2 D]
**U564 EXOTIC RIPPER v3.1** module and sample ripper. [WB2+]
**U576 BLITZ BLANKER V2.5** Blitz Blanker is another tool that requires the services of MUI (U499). Modulerised screen blanker. [WB2+]
**U588 PC-TASK V3.10** All new PC Task v3. Demo version.
**U594 AMIGA FAX V1.42** Send/receive faxes on your Amiga. [WB2+]
**U617 HD GAMES INSTALL 3** Over 20 games such as Super Skidmarks, Sensible World of Soccer to be installed. [WB2+]
**U618 TEXTURE STUDIO v1.02** adapt those textures. [WB2+]
**U619 BALLS!** Superb and powerful Lottery program. [AGA]
**U623 AMIGA CD-ROM GUIDE** Guide to loads of Amiga CDs - Amigaguide doc. [WB2+]
**U628 ICONIAN v2.91** Superb AGA icon editor. [AGA]
**U634 FRODO v1.5** The very best C64 emulator for the Amiga. Relive the old games with this. [WB2+] [020+]
**U635 DOPUS UTILS 2** Loads of utils for Directory Opus 4/5. More scripts, Arexx routines etc etc [WB2+] [Dopus]
**U636 TYPING DEMON** Learn how to type very quickly !
**U638 ESSENTIAL AMINET 7** Aminet utilities. [WB2+]
**U648 HD GAMES INSTALLER 4** loads more installers for your favourite games. Obsession Pinball, Powerdrive etc [WB2+]
**U649 enLOCK** Lock program for a hard drive [WB2+]
**U650 BOOKIE BEATER** Beat the bookie at his own game! [WB2+]
**U653 SKIDMARKS 2 CARS** 4 cars for the **AGA** Skidmarks [2 D]
**U656 SUPER DMS v2** A powerful interface for DMS [WB2+]
**U658 DOPUS v5>>>>v5.11 UPGRADE** Upgrade DOpus [WB2+]
**U670 TERM v4.5 00** Term is the most comprehensive communications package in PD, rivals any commercial release. [3D]
**U671 TERM v4.5 030** version for 030 processors [3D]
**U672 ORGANISER BITS** a collection of supplements for Digita's Organiser. [needs Digita Organiser]
**U674 ZXAM SPECTRUM EMULATOR v2B** NEW Spectrum Emulator. You need an AGA Amiga or 020+ processor.
**U677 EASY CALC v2B** superb spreadsheet program [WB2+]
**U679 AREXX GUIDE v2A** want to learn Arexx? [WB2+]
**U680 MOSAIC v2B** latest version of the Web browser. [WB2+] [TCP 4]
**U682 VARK'S CLI TOOLS VOL 8** 50 latest CLI tools - get this!
**U683 IMAGE STUDIO v2.2** latest version [WB2+] [2D] [HD] [020+]
**U684 ESSENTIAL AMINET 8** new and decent uploads here [WB2+]

## MORE GAMES

**GM58 BLACK DAWN II** a popular 3D adventure
**GM67 SCRABBLE** the classic board game
**GM78 STARWOIDS** thrust and oids mixed [1MB] [2 DISKS]
**GM93 KLONDIKE III** for hard drive users [HD] [4MB+] [WB2+]
**GM97 TOP HAT WILLY** an Amiga "Jet Set Willy" rip-off. Addictive!
**GM105 DYNAMITE WARRIORS 2** another bomb clone
**GM118 CHANEQUES** yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end. [2 Disks]
**GM125 KELLOGS LAND** WOW! The best PD platformer ever! [AGA]
**GM127 ZAXXON** superb! The C64 classic now comes to the Amiga!
**GM131 SUPER MEGA FRUITS** a good Fruit Machine game.
**GM132 SAMURAI SHOWDOWN** this is an amusing Street Fighter clone. Good! [AGA]
**GM137 MEGABLOCK V2** the best Tetris games on the Amiga.
**GM138 CYBERMAN** wow! A 3D pacman clone. Very decent indeed.
**GM140 INTERNAL COMBUSTION** great skidmarks-esque multi-player racing game
**GM141 MADHOUSE** a graphical adventure game [2 DISKS]
**GM147 DELUXE GALAGA v2.51** must be the best PD shoot-em-up ever made!
**GM150 ROCKETZ V2.25** superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive multi-player games ever! [AGA]
**GM164 CYBERGAMES** excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain. [2D]
**GM169 MASH** Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
**GM174 TANKS!** excellent tank-war sim
**GM176 ALIEN GENOCIDE** err. A Operation Wolf clone? [2 DISKS]
**GM178 DOOMER** a good Doom clone for the Amiga [AGA] [HD]
**GM180 CARNAGE** blood, guts and gore and more!
**GM183 PSSST AGA** remember Psst on the Speccy? Well this is the Amiga version!
**GM184 SCREECH** another car racing game
**GM185 BOARD GAMES** Cluedo is the main game here
**GM187 FEARS 2 AGA** wow! Much better. This is a demo of the finished commercial version! More aliens.
**GM188 CARD GAMES DELUXE** A program that allows you load and use your Klondike cards! Blackjack and another on here [3 Disks] [2MB]
**GM191 CHILD ADVENTURE AGA** not as bad as it sounds! A graphical adventure to solve the mystery to clear your name [4 Disks]
**GM224 BATTLE DUEL AGA** battle duel is a SUPERB multi-player artillery type game. [AGA]
**GM226 GLOOM** A demo version of the forthcoming Doom clone. [AGA]
**GM227 WAR OF THE WORLDS 4** A virtual reality program! [AGA]
**GM238 LAST LAP v1** Excellent racing game for one or two players.
**GM239 ULTIMATE STAR TREK** great strategy game [2 Disks]
**GM242 PSYCHUEL** Alien Breed style shoot em up [WB2+]
**GM245 THE PYRAMID GAME** A puzzle platform game. [2 Disks]

## MAGIC WB EXTRAS

These contain icons, backdrops, drawers, tools manager brushes and docks and much much more!

| | |
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| Magic WB Extras volume 1 | [2 Disks] |
| Magic WB Extras volume 2 | [2 Disks] |
| Magic WB Extras volume 3 | [2 Disks] |
| Magic WB Extras volume 4 | [2 Disks] |
| Magic WB Extras volume 5 | [2 Disks] |
| Magic WB Extras volume 6 | [2 Disks] |
| Magic WB Extras volume 7 | [2 Disks] |
| Magic WB Extras volume 8 | [2 Disks] |
| Magic WB Extras volume 9 | [2 Disks] |
| Magic WB Extras volume 10 | [2 Disks] |
| Magic WB Extras volume 11 | [2 Disks] |
| Magic WB Extras volume 12 | [2 Disks] |
| Magic WB Extras volume 13 | [2 Disks] |
| Magic WB Extras volume 14 | [2 Disks] |

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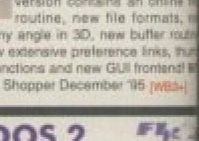
# F1 SOFTWARE

F1 Software are a small innovative company, which used to be called F1 Licenceware, that are specialising in cheap, quality oriented Amiga software. Most of these products are the best in their area and offer superb value for money. All programmers receive 25% of the sale price. Coming within the next few months are more unique titles [call for more details]

**AMOS Pro Compiler - Available late 199**
**Relics of Deldroneye 2 - late December 199**

**F1-14 TOTS TIME £3.99** education programs for kids under 5
**F1-31 POWERBASE v3.3 £3.99** superb database program [WB
**F1-33 POWER PLANNER £3.99** personal organiser [WB2+]
**F1-41 GRAND PRIX MANAGER £3.99** run your own grand prix racing team. 1994 season. Recommended. [AGA]
**F1-50 GUIDE TO AMOS v2 £4.99** absolute beginners guide to Amos. Superb guide to help you understand! [WB2+]
**F1-56 GIDDY 2 £3.99** Sequel to Giddy.
**F1-62 JUNIOR ARTIST £3.99** want to learn how to draw?
**F1-67 BUBBLE TRUBBLE £4.99** decent arcade game
**F1-68 AQUANAUTA £3.99** superb game. Get this!
**F1-74 AMIGA ASSIST £3.99** introductory beginners guide [WB2+
**F1-76 OBSTICKLE £3.99** superb, cute platform romp! Great GFX!
**F1-81 AQUAKON AGA £5.99** A little like Doom on water.
**F1-83 IMAGE COMPRESSOR £3.99** for AMOS coders [WB2+]
**F1-84 WORD PLUS+ PRO v1.3 £4.99** Want to know a word - g this! Used to sell for £14.95! [WB2+]
**F1-86 LEGIONS OF DAWN £4.99** Sci-Fi Dungeon Master type game. Choice of several characters and loads of weapons.
**F1-87 LEGIONS OF DAWN £4.99** hard drive version
**F1-102 AURIGA £4.99** very decent Strider clone
**F1-107 GREENIES £3.99** a 3D maze romp affair for 1/2 players
**F1-108 PUSH AND PULL £3.99** clear the nasties by pushing vari ous blocks. Superb graphics. AF said "Arcade winner". 1/2 players [WB2+
**F1-109 GUIDE TO WORKBENCH 3 VOL.3 (TOOLS) £3.99** learn more about WB3 with this volume [WB3+]
**F1-110 FALLING DOWN £3.99** one of Amiga Format's recent AMOS top thirteen winners - a decent strategy game [AGA]
**F1-111 RETURN TO ZANTIS £3.99** another one of Amiga Form recent AMOS winners - a link-sequel between RELICS of Deldroneye and the forthcoming, long-awaited RELICS 2. Point 'n Click adventure [AGA]
**F1-112 AMOSZINE 9 £5.99** latest in the AMOS disk mags. News, views, tips, tricks, source and more for the AMOS programmer. [WB2+]
**F1-113 AMOS AGA EXTENSIONS £3.99** wow! It's here. The pro gram that a recent PD library was advertising in EVERY Amiga magazine is here for £3.99. The AMOS AGA Extensions allows you to load and utili AGA pictures within AMOS. Cut blocks, pack screens etc. [WB2+]
**F1-114 AMOS DIALOGUE PROCEDURES £3.99** another decent AMOS set of extensions. Use psuedo intution techniques, GUI inter faces, GAD Tools with ease within AMOS. [WB2+]
**F1-115 BLACK DAWN 6 £4.99** the legend continues. After the 'fa version 5 we are back with another superb graphic adventure. If you are a fan of the previous releases do not miss this. [WB2+]
**F1-115 WILLY'S WEIRDY NIGHTMARE £3.99** are you are pl form fan? This is a superb Jet Set Willy clone with excellent GFX! [AGA]
**F1-116 EPSILON 9 £3.99** this is the game that will show the power GRAC version 2. A graphic adventure which is the sequel to Star Base 13
**F1-117 ANT WARS 2 £3.99** a decent scorched tanks clone [WB
**F1-118 M.A.S.H. 2 £4.99** everyone knows about MASH. It was the game rated as a Team 17 Worms clone and it was one of the top winners Amiga Format's recent AMOS roundup. This version 2 of the great game with increased playability, graphics and more. [WB2+]

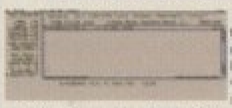
## G.R.A.C. v2



Do you admire the commercial games cush as Monkey Island and other adventure games and wish you could program your own version? With the Graphic Adventure Creature v2 you can easily make a point and click adventure game like Epsilon 9 or Relics of Deldroneye. This is the long awaited version 2 which contains many new features such as IFF Anim support, fast character scale and zoom, player multi-sel (switch from character to character on screen), over 30 new sc commands, an improved script editor, 32 background objects a many more. A superb release - GRAC is F1's best ever selling tit

**BRAND NEW RELEASE** **£6.9**

## BLACKBOARD 4



Part of the new F1 GOLD ra this excellent image proces now comes with an extensive lly featured manual. The n version contains an online h routine, new file formats, n edit facilities, rotate pictures to any angle in 3D, new buffer routi with upto 99 pictures in RAM, new extensive preference links, thu nail images, mash functions and new GUI frontend! **STAR Buy** in Amiga Shopper December '95 [WB3+]

**£8.99**

## INTRO TO DOS 2

WOW! Version 2 of the superb guide and introduction to Workbe and Amiga DOS. Version one obtained superb grades in a num of magazines - eg 90% in AUI and 92% in Amiga Shopper. Do y want to learn how to use your Amiga? This has twice as much inf mation as the first version, with examples pictures. The easiest w to learn about DOS commands, the CLI or about Workbench. latest version was given **90% STAR Buy** by Am Shopper in November 1995. A superb product. [WB

**£6.99**

## MAGIC PAINT BOX

Magic Paint Box is a superb new paint program for all ages. Ma aimed at children under 8 years of age this is suitable for parents easily demonstrate to their children its simplicity yet powerful fe tures. Excellent front end, 84 different painting tools and the ability print full colour pictures direct from the program to any colour prin Over 80 different paint functions! Comes with full reference manu "...like a breath of fresh air" wrote Amiga Shopper. "for pure enterta ment value, this wastes commercial packages". Am Shopper **96% STAR Buy** in November '95. [WB2+]

**£6.99**

# ZOOM

## NEW - UPDATED VERSION

- **New Search Routine** – the multi-tasking search/find will seek file names or number
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Do you want the latest PD CD-Rom that contains the latest PD to November 1995? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early November 1995 and loads more as listed opposite. Comes with an on-line help routine, multitask-ing search routine and hotkeys function. If you want the latest or greatest PD software then look here! The CD contains well over 1100 disks, over 640MB's of data or 1.3 GIG's of public domain.

- Greatest & latest PD from October 94 - November 95 : Utils, games, demos, slideshows, education, disk mags and more! - *including most of this advert and loads of great PD software*
- NEW! 100 Klondike/Card Games Deluxe Cardsets
- Ground Zero's Themed Imagine Objects
- NEW! A great selection of Active Software Pro Packs
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- Over 22MB+ of read-to-view/use Magic WB icons etc

**Superb value CD-Rom at only £19.99 NEW!**
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# F1 LICENCEWARE
## volume one - F1-01 to F1-100

Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 90% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware.

**All programmers receive a royalty for every CD sold.** £32.99

**COMMERCIAL SOFTWARE - NOT PD!**

# THE AMINET COLLECTION

| | | | |
|---|---|---|---|
| Aminet 5 | Out of Stock | | £------- |
| Aminet 6 | June 95 | | £11.99 |
| Aminet 7 | August 95 | | £13.99 |
| Aminet 8 | October 95 | [Out Now] | £12.99 |
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**AMINET COLLECTION VOL.1 £22.99** The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

**AMINET COLLECTION VOL.2 £24.99** Aminet Set 2 contains all the Aminet uploads since release 1. PD from December 1994 to November 1995. Gigabytes (four CD's) of games, utilities, demos, pictures, animations, tools, modules and more. Also contains 300 books from the Project Gutenburg CD-Rom.

**AMINET SERIES BI-MONTHLY**
**SUBSCRIPTION SERVICE** Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.

**AMINET SET 2 OUT NOW**

# NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This CD would make a superb Xmas present for any A1200 or A4000 user with a CD-Rom. **TRADE details and prices available on request.** £19.99

**BRAND NEW RELEASE**

# KLONDIKE GOLD

Have you entered the race to collect Klondike cards before your friends? Even the Amiga 'scene' has gone Klondike mad! This CD should contain over 300 cards, on release, all ready-to-run and in LHA format (for BBS and HD use). Many, many exclusive cards from Scene members. Klondike III running straight from the CD and a patch to allow you to use the cards from the CD-Rom! Also includes Card Games Deluxe, Cardz and tools such as DIY Reko, REKO GIO for Photogenics, REKO datatype etc.

new release! £9.99

# 17BIT DIMENSION V

Following on from the highly successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from the 17Bit Software Amiga PD library. The 5th disc in this series contains only the very best, hand selected, software including demos, games, utilities, graphics, artwork, disk magazines, music modules and mucg more. The CD is centered around an AmigaGuide style interface which allows you to read about each disk and then un-dms the disks to floppy. You cannot un-dms to RAD: with this release.

new release! £18.99

# SCI-FI SENSATIONS

SCI-FI Sensations is an exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. All the information is ready to run from the CD. Amiga, PC and MAC.

new release! DOUBLE CD-ROM £18.99

# TEXTURE PORTFOLIO

Phantasmagoria are a professional company, based in Bristol, providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF for video titling applications. No wasted space on this CD-Rom - extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. A complete collection for Pro's and Amateurs.

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# THE LIGHT ROM COLLECTION

VOLUME 3 – Volume 3 contains 3 CD's containing over 4500 Lightwave objects, a showcase directory from artists across the globe, 700 textures, 3D landscapes, 100 DEMs for Vista Pro etc, a collection of objects for Imagine, 3D Studio and Sculpt 3D. This CD is available now! 3 compact discs stuffed full with Lightwave material.

VOLUME 1 £29.99 – VOLUME 2 £34.99

Volume 1 contains 3D objects, many sample images, image sequences, demo files, surface attributes, bump maps and textures. Light Rom volume 2 contains 100% Lightwave and Taster material with over 300MB of material that didn't appear on vol.1. A nice collection for any raytracer!

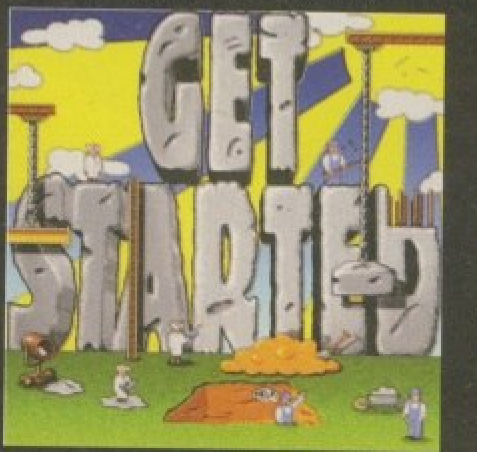
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# LIGHT WORKS

A superb compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. Ideal for both experts and beginners.

£29.99

# Available in Late January 1996 - More Info Next Month




# AMOS vol.2

This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions.

£18.99

# SOUND WORKSHOP

Over 1 Gigabytes of data on this double CD includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

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# WS CLIPART

Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! The CD-Rom is suitable for Amiga, PC and MAC computers.

£7.99

# FRED FISH

Fish has been serving the Amiga since inception with his excellent compilations. The Fresh Fish (double) CDs continue the trend. The Gold Fish CDs are compilation of the best from the Fresh Fish CDs. The best on the market! Fresh Fish 10 was released in October 1995.

**SUBSCRIPTION SERVICE** Every time an Fred Fish CD is released (usually 6/8 months) we will send it to you for £17.99 - pay by credit or debit card. Card debited on despatch.

**SUBSCRIPTION SERVICE** Subscribe to Gold Fish 3 for £22.99 (Xmas 95 release?) - pay by credit or debit card. Card debited on despatch.

ALL CDs £19.99

# ADULT SENSATIONS 2

over 18 ONLY

This CD is for adults only. New material includes images, sounds, games, mods etc. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material.

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# GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about a animal? This is the place!

£34.99

# WS CLIPART

Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers.

£7.99

# HOTTEST 4

This is a PD Soft collection of their PD library during 1994. Games, demos, utilities, animations, slideshows, diskmags, pictures, samples, music modules and much more. Limited stocks left so get this CD at this low price NOW!!

BARGAIN! £7.99

# MULTIMEDIA TOOLKIT II

100's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Scala 5.04, the full version, is included (with Aura support). Files from many Octamed experts. Over 200 of Midicraft midi files, samples and modules which are professional musicians working with the Amiga to create their music). 200 MBs of images and 3D objects. If you are a Multimedia fan then you should not miss release volume 2.

£22.99

# 3D ARENA

A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities.

£19.99

# SPECCY 2

Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof Z80 files.

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# WORLD INFO 95

Your virtual guide around the world. Travel to places you have never seen before, get informed about your next/potential holiday. Preparing for a geography test? All the info you need is here. 194 countries, 700 cities, covering many different subjects. You need to have Mosaic setup to run the CD. 256 colour Workbench is also recommended.

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# CD BOOT v2

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games.

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This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more!

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# GFX SENSATIONS

A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users. Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more!

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# MEGA GAMES CDs

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Mega-Bundle containing 3 superb CD's. The Assassins volume 1 contains over 500 games, many ready-to-run direct from a superb custom interface. CD32 compatible. Gamers Delight contains no PD games - solely Commercial stuff. Power Games contains tons of PD games, many ready to run from the CD.

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# AMIGA EXPERIENCE

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# COLOUR LIBRARY

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# C64 SENSATIONS

This CD gives you almost 10000 C64 megademos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). C64 experts have searched high and low through C64 archives to put together a superb collection for Amiga and PC.

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# MEETING PEARLS 3

Contains 10MB of packing tools, 21MB of network tools, 29MB of development tools, 35MB of graphics programs, 13MB of AmiTCP data, 60MB of CD-Rom databases, 96MB pasTEX, 30MB of HTML data etc. A very easy to use CD along with a special edition version of CD-Write to edit your CD!

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# TEN ON TEN PACK

An Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD.

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# UTILITIES 1-1500

The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994). Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much much more!

BARGAIN! £7.99

# FRESH FONTS

Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts. Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

VOLUME 1 £14.99 – VOLUME 2 £16.99

# TURBO CALC v2.1

A superb spreadsheet package now available on CD-Rom. Excellent formatting capabilities, more than 100 functions, macro and AREXX abilities (120 instructions), sheet size limited by memory only, import of foreign spreadsheets and a comprehensive AmigaGuide manual.

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Contains hundreds of MB's of data, most of which have never before been included on a CD-Rom at the time of release! Contains software in both ready-to-run and archived formats: demos, diskmags, comms and computing, anims and pictures, music modules, original clipart, source code, games, utils, graphics, ready-to-run AGA demos, original WB backdrops and much more!

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# ASSASSINS 2

Following on from the tradition of the first CD this contains loads of new public domain games from 1994 and 1995. Entire Assassins collection upto 250, 60 utility disks and loads more games runnable from a superb custom written interface. Parnet and sernet provided for connection to host computers.

new!! £18.99

# MEETING PEARLS 2

Carrying on the excellent tradition this entire CD is run from HMTL "Internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical.

£8.99

# WS FONTS

Another popular Wierd Science compact disc. This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 138 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

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# WS ANIMATIONS

A double CD animation extravaganza! All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

£17.99

# Child's play

**Tina Hackett** takes a look at how a museum for children is using the **Amiga** to bring interactive exhibits to life



The train pulls in to Halifax station. The walls are elaborately decorated with garish paintings and the word 'Eureka' is splashed everywhere. A noisy troop of school kids leave the train and rush down a sandy track towards an equally garish building. The venue for the day was the Eureka museum in Halifax, Yorkshire, but immediately things seemed very strange – the many children all clamouring to get in the doors all looked unusually excited about the prospect of spending the morning in a museum.

However, Eureka, as I later found out, is no ordinary museum – it's interactive and is specifically designed for even the most inquisitive of children who want to touch, explore or even kick the exhibits. As Pippa Hardcastle, Press and PR Co-ordinator for the museum told me: "The children have the opportunity for a 'hands on' experience. It makes the learning process so much easier."

The museum is divided into three sections and every one of the 350 exhibits has to be as robust and sturdy as possible – children will be children after all. The first is Me and My Body where you can play Digestion Pinball or turn the pedals to see how your skeleton works. The second is Invent, Create and Communicate where children can try their hand at broadcasting the news and lastly, Living and Working Together where, for instance, the workings of a bathroom are explained. There is also a fourth in development called Things.

## Appearances

But what on earth has this got to do with the Amiga? you are probably wondering. Well, believe it or not, behind some of the high-tech exhibits and interactive displays is actually a rather humble looking Amiga. Well, two Amigas to be precise. But appearances can be deceptive because despite the Amiga being swamped by the many other forms of technological machinery that control the museum, the Amigas operate two of the most imaginative displays there.

Walk into the Bedroom section of Living and Working Together and you will find a display called Dreams, and in front of you a monitor. The inquisitive child will find that when they face the screen their image is picked up and projected onto the it – much to their delight! Three backgrounds then run together in sequence, one being balloons, the next fish, and then a 'raining cats and dogs' storm. The camera picks up the child's image, digitises it, and the Amiga 5000 puts the whole picture together. On the balloons screen, for example, the child can then move their arms to 'touch' the balloons that are flying past, and the computer system picks up on this and pops the balloon.

This innovative system is called InVideo and has been developed by American '70's singer supremo, Dean Friedman. After reaching the dizzy heights of pop stardom, Friedman turned his hand to multimedia and tailor-made the system specifically for Eureka. The project has been extremely successful and has taken off all over the world.

InVideo's Neal Fink explained the idea behind it: "It's a virtual reality system without



*Jim Williamson explains why the Amiga is great for VR*




## Next Gen' Kids

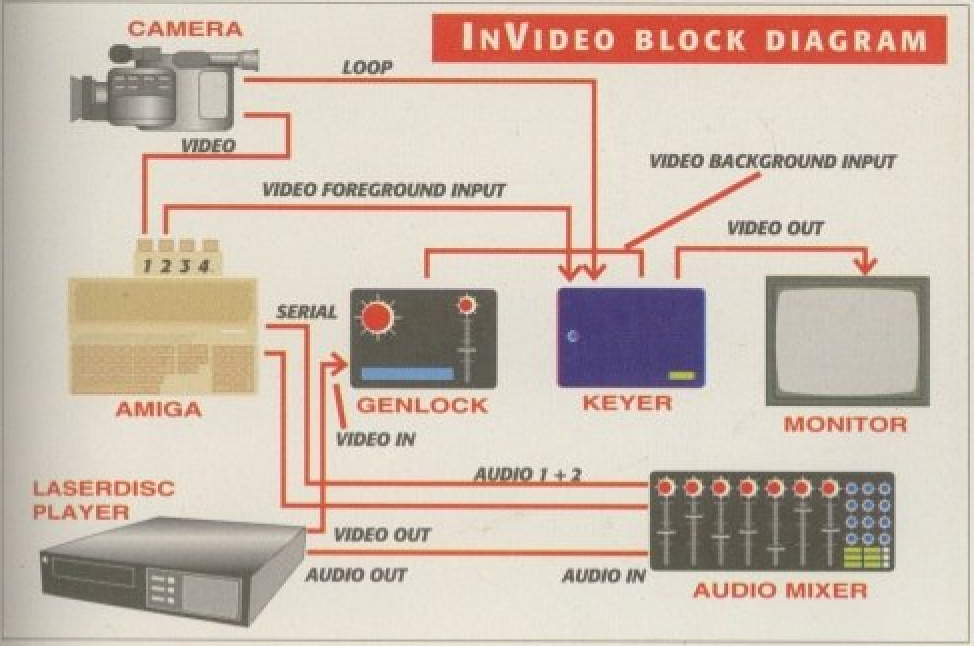
*Pippa Hardcastle remarked, whilst showing me around the museum, that the children seemed to pick up on new technology far easier than their bewildered looking parents. As she spoke we saw one child take a mouse off their embarrassed technophobic parent and immediately continue operating the display.*

*Eureka believe it is important to reinforce this and from 10 February until 26 March they are holding a temporary exhibition called Megafun, with Computers aimed at increasing children's confidence with Information Technology. It will house 22 computer and video-based exhibits and children will be able to try things like starring in their own video, create soundscapes and cycle in a 3D city.*

## InVideo Aro

*After Friedman's success with the InVideo system at Eureka, the project has been developed for many other venues and other purposes. The company behind it all is called InVideo Systems, Inc and they describe their system as an "unencumbered virtual reality system which allows participants to step inside a video game and interact in real-time with animated objects."*

*As well as 'Dreams' they have also found the system perfect for 'Virtual Volleyball' which has been installed in the Museum of Science in Boston amongst others. It simulates the actual game of volleyball on a beach and eight players can have a go at this realistic*




peripherals or goggles" Apparently this proves ideal in a what needs to be a 'child proof' museum as there are no extra peripherals or attachments for a child to damage. It also makes interacting as simple and fuss-free as possible.

The Amiga-based InVideo system can also be found downstairs in the Panasonic Theatre. Walking in to the theatre you find a huge screen in front of you with all manner of weird and colourful things cast on to it from a video projector. This time it's controlled by an A3000 and once again the InVideo system comes into its own. A camera picks up the image of the child and projects it back in full colour – unlike the Dreams exhibit which is in one colour. One exercise involves letters of the alphabet moving around the screen – the child can reach out, touch it, and it will turn into an object beginning with that letter – B, for example, turns into a butterfly. "This is great for children with disabilities" explains Hardcastle. "It gives them a chance to interact with something easily." A similar sort of thing can be done with numbers too, and helps the younger age group with number recognition and learning.

Another exercise is called AirPaint which is like a human paintbox and allows the child to pick up colours from a palette and draw them across the screen with their body.

Jim Williamson is the museum's technical manager and is very pleased with how well the Amiga system works: "If we were considering using virtual reality again we would definitely use the Amiga. It's a good reliable machine and suits the task well."

> *"The children have the opportunity for a 'hands on' experience. It makes the learning process so much easier."*

Not related to the Amiga, but also created by Friedman, is the Music Box. Children can create tunes with different parts of the body such as walking across the musical stepping stones or sitting on each stool which then lets out a honk from one of the giant horns. Walking around, you realise just how well designed Eureka is. Each section is geared to the National Curriculum and because of the variety, each age and ability seams to be catered for.

## AWARD WINNING

Eureka are certainly on to a winning formula with their lively approach to learning. Since it opened in July 1992, it has attracted over one million visitors and they hope to have this figure topping 1.5 million before Easter. Patronised by HRH The Prince of Wales, the museum has earned itself 15 top awards including the 1993 Visitor Attraction of the Year from the English Tourist Board. In 1994 they also won the National Heritage/IBM Museum of the Year award for the most imaginative use of interactive and multimedia technology. It seems that this new breed of museum is certainly in demand and people are favouring them in place of the dusty museums of the past where noise was frowned upon and touching the exhibits was definitely out of order.

If you want to see Eureka for yourself it can be found in Halifax, West Yorkshire and is situated next to the railway station. It is open daily from 10am until 5pm. Prices range from £4.50 for an adult to £3.50 for children aged 3 to 12. Contact them on 01422 330069 for more details.



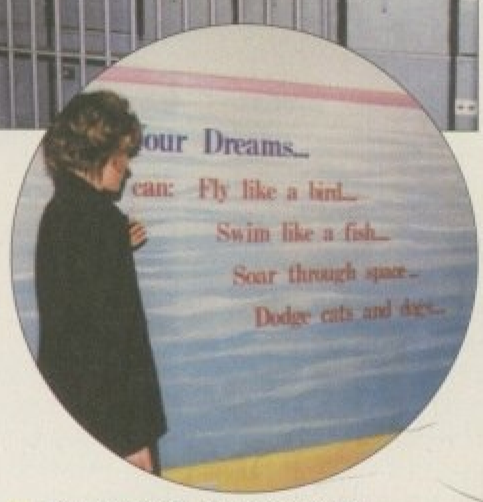
Communication is stressed in all sections of Eureka




The children enjoy the interactive learning aspect



The safe – children must walk through without triggering the alarm




Pippa Hardcastle demonstrates the Amiga-driven 'Dreams' exhibit

## ...ND THE WORLD

*simulation. They also designed a game for Nickelodeon called Eat-A-Bug which has caught on all over the States. The idea behind it is for a child to catch one of the flies, bugs or mosquitoes and eat it without being caught by the spider or centipede.*

*As well as museums, amusement centres are also benefiting from the system which has the advantage over traditional VR in that it can be operated by all ages, is robust, hygienic and doesn't need someone to supervise – this is well illustrated in the Eureka museum where attendants prefer to let the children roam through at will rather than having to monitor and supervise their every move!*

## BELIEVER IN AMIGA

*The Eureka museum in Halifax is not the only museum to see the virtues of an Amiga-based system. The London Transport Museum in Covent Garden is already reaping the benefits using an Amiga and CD32-based system. The CD32s provide touch screen computers which display various information such as the Underground hypermap. But what's particularly impressive is the 1938 Underground train simulator. The front window of the train has been replaced with a computer screen with graphics controlled by the Amiga 4000. Two other simulators of an 1890 and 1992 models are controlled by A2000's.*

*More recently, Amiga Computing covered how the London War Museum use a similar touch screen system in their building. Scala's Infochannel is used to convey information about the exhibits on to screens around the museum. There is also a Scala touch screen display used for their Civilian Dead exhibit.*

"If it sounds like I raved, then I`ve communicated successfully exactly how groovy this product is ".

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## Benchmarks

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| Test | FFS | AFS | Units |
|---|---|---|---|
| DirScan | 409 | 1780 | Files/ |
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| ReadFile | 244 | 1363 | k/sec |
| Seek and write 4bytes (start & end) x100 | 53.6 Sec | 4.4Sec | |

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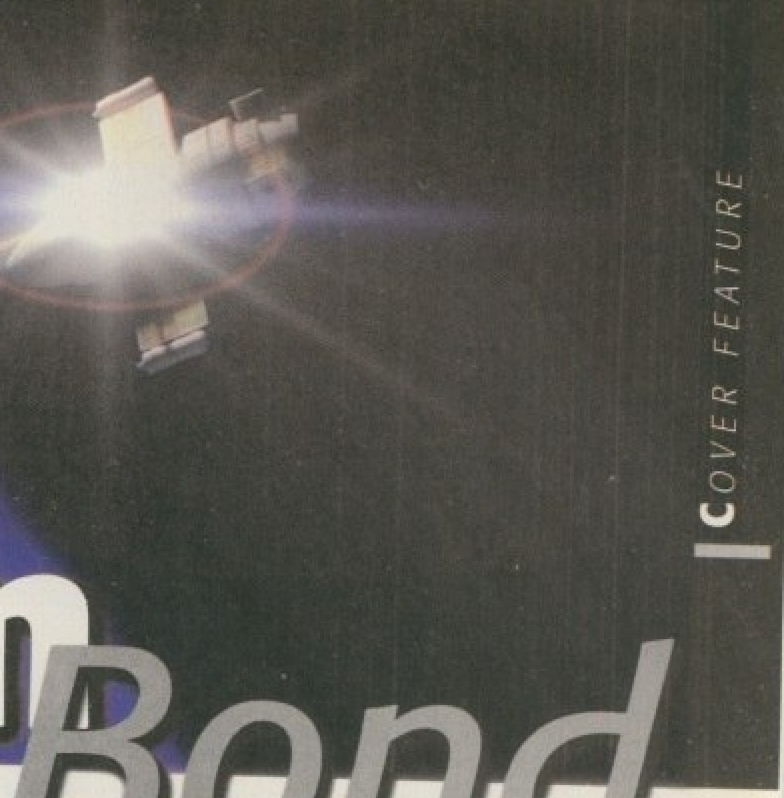
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The name's **Vost, Ben Vost,** and I'm on the track of the new **James Bond** film

# Premium Bond

James Bond is a name that few readers of *Amiga Computing* will be unfamiliar with. Since his very first exploits under the pen of Ian Fleming up to his latest adventures on the big screen courtesy of Pierce Brosnan, his secret agent lifestyle and fabulous gadgets have been the envy of many a fan. People discuss their favourite prop – mine is the Aston Martin that first made an appearance in Goldfinger and reappears for a short time in Goldeneye – their favourite baddie – which for me would definitely have to be Charles Gray's Blofeld – and many other topics to make the years between the films seem a little shorter.

So 1995 was the year that Bond was back and this time with a smaller budget than ever. Instead of traipsing off all over the world, most of Bond's derring do took place on soundstages and on location around Britain, some on an even smaller scale than that, as scenes like the radar dish rising out of the water were 90 per cent modelled (not in 3D – grass, trees and other vegetation are very hard to get looking realistic and the waves from the lake are practically impossible to fake in 3D). All that existed in real life was the path that Pierce Brosnan and Izabella Scorupco were walking along.

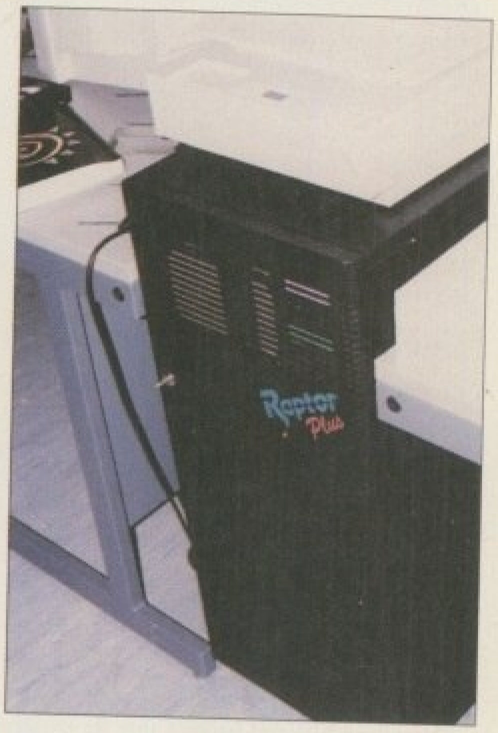
The same principle applies to the scene where Scorupco climbs out of the ruined radar tower in Siberia and wanders through the burning ruins. Only the path she took was actually real, with the remainder being created in model shops by extremely skilled craftsmen. And it is in Siberia that the Amiga's main contribution was made to the realistic and cheap completion of the film. Even with the disbanding of the Soviet Union and the availability of Russian airforce jets to perform the flying, how much do you think it would have cost the producers of Goldeneye to rent three MiG-29's (plus another to film from) for the flight past the radar tower, let alone the cost of blowing them up?

> **"One of the reasons why we used the Amiga on Goldeneye, or rather LightWave, is because we had used it on CyberJack. We knew it as a very, very good renderer"**

Well, I don't know either, but it was obviously too much for the producers who approached Alan Marques and the Magic Camera Company to see if they could do it cheaper. You might remember Alan Marques from a feature we did last year about the use of the Amiga in another film – CyberJack – and he and the Amiga have been very busy ever since. I caught up with him last Friday and spoke to him:

"One of the reasons why we used the Amiga on Goldeneye, or rather LightWave, is because we had used it on CyberJack. We knew it as a very, very good renderer. We were still using Wavefront as our core system for some of Goldeneye, but the Wavefront renderer isn't very good. It doesn't do motion blur or anything like that. So we had to have a system that does all that. There were these shots in Goldeneye where they wanted the MiG-29s coming from infinity – a pinpoint – and moving towards the camera, roaring over it. We have a motion control rig on M stage which we used for a lot of the shots in Goldeneye, but when you have a 2' miniature of a MiG-29 and you have a 40' motion control track, you can't get the model to a pinpoint, you can get it to about an eighth of a frame, but you just can't get it any smaller.

"So, if you're stuck in that position, the only thing you can do with the motion control rig is pick the model up as a DVE – digital video effect – i.e. stop the model at a certain point, pick it up as a cut-out, then fly the cut-out off. You probably know, though, that when you do that there is that nasty point ➤



*The power behind LightWave, this Raptor was responsible for rendering the MiG frames*



*Alan Marques burned the midnight oil to get Goldeneye finished on time*







*Does this look like a CG effect to you? These three frames from the Severnaya scene show that LightWave's motion blur means realistic images*

when you have to change over and invariably you'll always get a jump when that happens. So we elected, because we knew the shots were high speed and we knew that there was going to be a lot of blur, to do the shots as a CG effect.

"So basically, what we did was get a model of an F-15 off the Internet, a really cheap and nasty 400 polygon model, and did some tests with it at video resolution. We got a load of background stills of deserts and mountains and Evan (Davies – one of Alan's team) did some nice texture maps for this 400 polygon model which was very simple – the hull was literally only eight sides. We did the textures for it including the cockpit, etc. and the whole tests were done in one day.

### Dawn to dusk

We got the model in the morning, did the texture maps the same morning, and did the three animations in the afternoon at video resolution on the backgrounds in LightWave. We did the renders of the three of them flying over the camera, rendered them all on the Raptor by five in the evening, and sent a tape up to Leavesden by the next morning and they instantly said, 'Right, do the shots CGI...'."

I asked Alan if he could have done the shots on an SGI and he said that it certainly was possible – if you had the right software, software he didn't have at the time. He also added that in his opinion, LightWave is one of the fastest renderers in the world for motion blur, ray tracing and so on.

"So we used LightWave with the F-15s. At video resolution with three F-15s, 400 polys each, full motion blur, fully ray traced shadows and reflections we were getting about a minute a frame on the Raptor. When they approved the shots they said they had three effects for us to do and they ended up using two of the shots we provided – the third was a big close-up, very nice, but they didn't use it.

"Basically, we had the three MiGs flying over the dish and another shot where they were flying over mountains. We had to get a Viewpoint model at that point because we had to have a proper MiG-29 and nobody had a MiG-29 on the Internet that was any use, so we bought Viewpoint's model for about £250. Of course, Viewpoint in this country don't have the LightWave CD-ROMs, they only have the Wavefront and other 'big boys' ones, but the nice thing was that they said it was no problem. We phoned them up and gave them a purchase order and they just e-mailed it us the next day from America in LightWave format, uuencoded, in my binmail on CIX.

"So we downloaded it, uudecoded it and edited it. Being a Viewpoint model, one of the things we discovered with it, which you wouldn't think would happen, is that we had a lot of rendering problems with it – we couldn't figure out why, when the models at a distance displayed their wings and fins like

## Goldeneye trivia

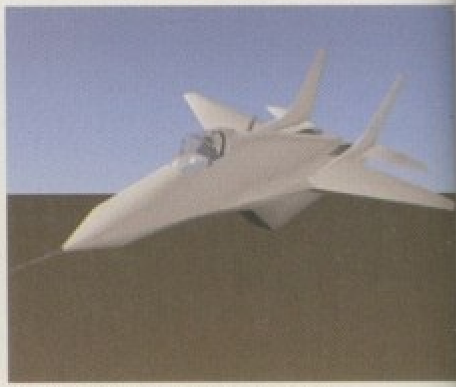
*Pierce Brosnan wasn't the only actor considered for the new James Bond. Other tips for the top job included Mel Gibson, Liam Neeson, Sam Neill and, believe it or not, Hugh Grant.*

*Lynda LaPlant was too busy writing her new book to accept the job of writing Goldeneye's script*

*The name Goldeneye comes from the name of Ian Fleming's holiday home in Jamaica where he wrote the James Bond novels and stories.*



**A foreground Alphachannel was used so that the planes could fly behind the dish and trees**



**The actual 533 polygon model used in Goldeneye plain...**

> **"The biggest problem we had, and the real killer because NewTek wouldn't give me a beta copy of LightWave 4, was the lack of a pixel aspect ratio setting for LightWave"**

## LightWave's missing bits

*Since we were on the topic of LightWave, I asked Alan what he thought of LightWave compared to the other 3D modelling packages he uses, particularly those on the SGI. On the whole, Alan is satisfied with how LightWave is turning out, but he said for film production there were definitely some things that needed improvement:*

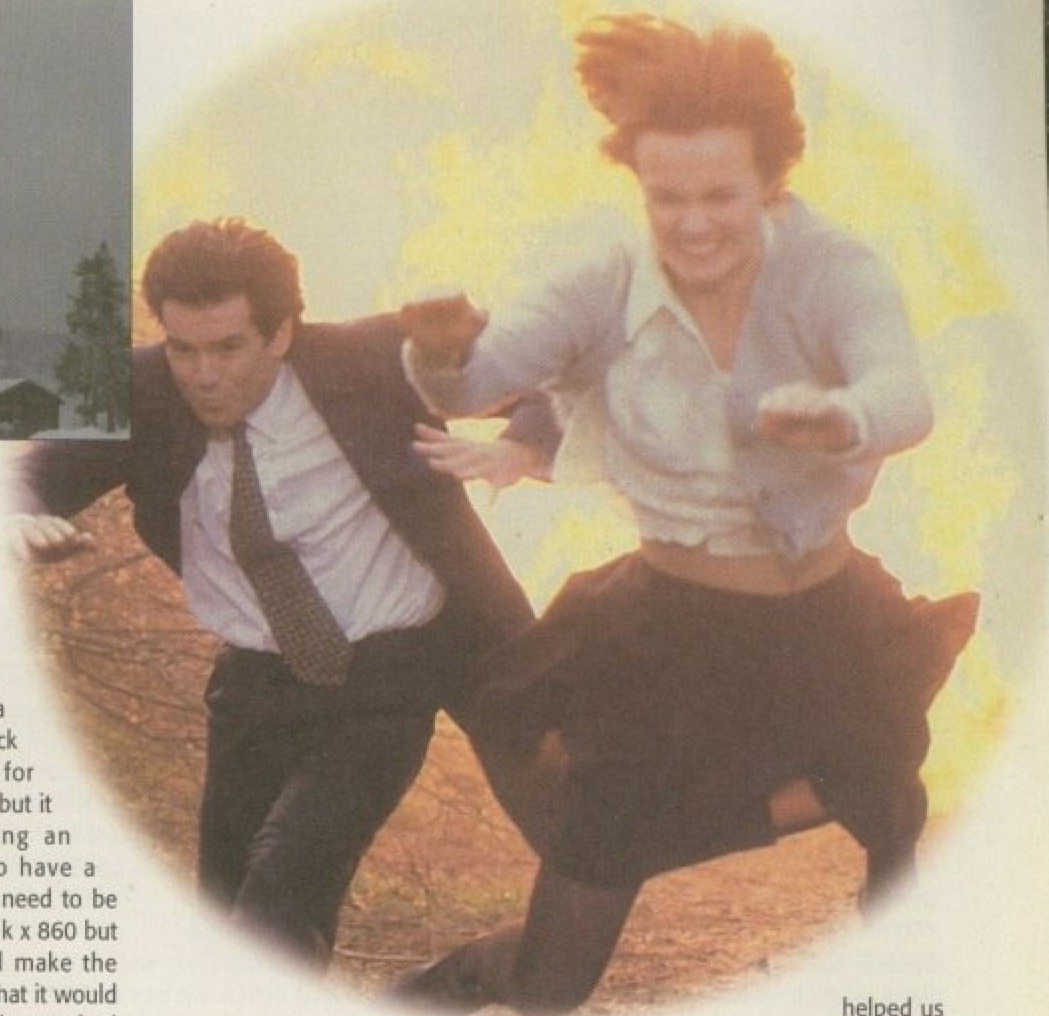
- *At the moment LightWave can only display a single one bitplane image as a background image. What LightWave really needs is a way to show an animation as a backdrop so that 3D objects moving across it can be checked for consistency.*
- *Although it is good that LightWave has now got an inverse kinematics function, it needs to have several improvements made to it, namely the ability to 'stick' part of an object to another object, like a foot to the floor or a hand to a cup, to make it really useful.*
- *Another important addition to LightWave's animation tools would be the possibility to animate a switch between targets or parent objects so that you could aim a gun at one object then move the sights onto another in the course of an animation.*
- *Still on the topic of animation tools, the way motion paths are edited in the requester leaves something to be desired. A Bézier method with handles on the control points would make more sense.*
- *One of Imagine's tools that LightWave could benefit from is the ability to 'associate' objects to one another. For instance, a rollercoaster animation with several carriages can be animated travelling along the rails in Imagine reasonably easily, with each carriage following on from the one in front, but in LightWave you would have to load the same motion path in for each carriage and work out an offset for each key frame.*

*Overall, Alan believes LightWave's modeller to be pretty good but adds that there really ought to be a function that is the opposite of metaform – an intelligent polygon This would have made the process of simplifying the ViewPoint MiG-29 down from the 10,000-odd polygons it started as into the 533 polygon object it became. As it was, the original model had to be loaded into a background layer in the modeller and traced over – in essence the Magic Camera Company ended up making a whole new model.*





…and fully textured



bricks , they weren't going down to fine detail – and guess what, it's converted from another format. There were a lot of single point polygons in it which, once we had searched the database and sorted it out, caused us no further problems.

"So we solved that one, got some nice texture maps on them, and animated them in LightWave over the background plate, matching the lighting to the background frame we had. On the Raptor Plus we've got, which is a 2 x MIPS4600 machine, we were rendering the three MiG-29s at about 500 polygons each for a total of 1500 polys – not much, but then we were using full-on motion blur, ray traced shadows and reflections and we were getting about six minutes a frame which was very good at 1k horizontal.

"This was the same trick we pulled on CyberJack. We never render at the resolution of a film because every time we do that the CGI is too sharp, it just doesn't even remotely fit into the background. You end up blurring the image to go into the background using filters which take time to do the work. So we do it at half resolution and blow it up.

"The biggest problem we had, and the real killer because NewTek wouldn't give me a beta copy of LightWave 4, was the lack of a pixel aspect ratio setting for LightWave. It's now in version 4, but it wasn't in 3.5. If you're doing an anamorphic film you need to have a squeezed image. Therefore, you need to be able to render an image at, say, 1k x 860 but at a pixel aspect ratio that will make the image deliberately squashed so that it would be right for anamorphic when it's stretched out.

"We couldn't do that in the version of LightWave we had, so we had to do the most bizarre renders in LightWave to get anamorphic results. We had to render twice the height, then crop it and cut it out, and then stretch it to get an anamorphic result. It was very hard, and NewTek could have helped us out, but... So we had to be 'creative' and although it was hard we managed. If you see the film I would say that nobody would ever know that they were computer models." On that point I would definitely agree with Alan.

The Magic Camera Company had nothing to do with the VDU displays that are used throughout the movie, but he concurred with my opinion that they looked like DPaint creations, and when we discussed the United Artists logo at the start of the film he said that he would be 'gobsmacked' if it wasn't done in LightWave.

## Goldeneye trivia

*The Rolling Stones are said to have turned down an offer to record the theme song.*

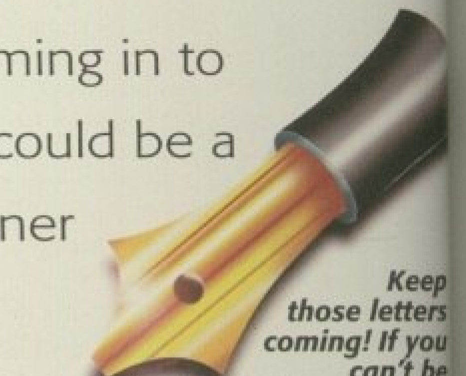
*Goldeneye took $28 million in its first weekend in the US and £3.6 million in its first week in the UK*

*Goldeneye is the first James Bond film to have filmed on location inside the former Soviet Union, the country that banned all sixteen previous movies*



# Potential Purchaser?

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£50 PRIZE LETTER

WHAT IS ESCOM THINKING??!! Not enough interest in an A1200 here in North America? Those of us with older machines have been salivating for the last 20 months over the possibility of upgrading. I sit here typing this on my maxed out A600 (6Mb RAM, 160Mb hard drive) angered at every ad in your magazine because of the lack of support for this poor orphan (can't even get an accelerator), frustrated by too-slow-Brilliance with only 4096 colours and DREAMING of an A1200 with a 1260 Blizzard board, a CD drive and 16 million colours. Here's my credit card number – *(We didn't think we ought to print it, you know, just in case - ES)* – forward it to Escom and tell them to bill me when they have my order ready!

Would a monitor (I run in interlaced Euro36 mode not NTSC) allow me to use one of the new PAL A1200s or are there other subtler differences that would prevent me from ordering one from the UK?

And one completely unrelated thought. Your screen shots in the mag shouldn't show screens with the standard Amiga drawers and icons – they're ugly. For those of us with IBM and Mac friends that glance through our mag, it makes the Amiga look out of date.

Finally, thanks for the lifeline to us in the US.

*Art McMahon, Hemet, California USA*

**If Amiga Technologies want Mr McMahon's credit card number, they can give me a call and I'll be glad to forward it to them. As for your monitor question, the PAL Amigas differ from the NTSC ones in only a few respects. Firstly, the UK Amigas are all shipped with a 240v transformer for power. Secondly, you would need to change the modulator and a timing chip if you wanted to use your Amiga at any time with video (including genlocks). Other than that, if you got one of the new multiscan monitors, it should work alright.**

**As for ugly drawers and icons, we have a variety of machines in the office and while no-one really likes the newicons approach, we do have a couple of MagicWB-equipped Amigas and some that still use the standard four colour icons. All you have to say to your friends is that they should take note of the classic simplicity of the Amiga's icons and the lack of extraneous, memory-hungry, hard drive space-wasting, multicoloured, messy, titchy icons.**

# Internet Backlash

What's happened to the support for the Amiga comms scene? I can appreciate that the Internet is a massive success but there is the large number of BBS sites out there that you seem to have forgotten. Almost all of the public domain sector software that gets reviewed in your magazine has originated from various BBS sites, not on the Internet. Granted, some new stuff does come from the Internet, but the majority of it originates from the private BBS scene. I know as over the last two years NFA PD/Productions have had over one hundred reviews in various magazines.

When you call a private BBS, the sysop has control over what files are available. The Internet is running wild with pornography, piracy, and files on how to blow your arms off. Once a file is on the Internet it is almost impossible to delete as the file goes to hundreds of sites within a few days. A private system is also generally used by only two or three people at a time, so the system doesn't slow down to a snail's pace on a Sunday. However, this does restrict the number of users that can connect in a 24-hour period, but to compensate for this there are hundreds of private systems around the world including many eastern bloc countries.

As far as e-mail goes, the Internet wins hands down. However, there are some really good mail networks that connect thousands of users across Europe like the Missing Link and Fidonet to name but two. Most private BBSs will support at least one of these networks.

We should like to see a small area of your magazine given over to advertise BBS sites because we feel very ignored by you and we do reach many hundreds of dedicated Amiga users every day. We organise meetings of users and stands at computer fairs, so we do do our bit for the Amiga scene.

A point worth mentioning to parents who may be reading these pages is that you shouldn't just buy your child a modem and give them an hour a day on the phone. Sit with them and monitor what they are doing as there are some very strange people out there *(people who won't use their real names for instance – ES)*. Give them some of your time – even if you don't fully understand what your child is doing you will recognise titles like 'randynurse.jpg', etc.

Well that's enough moaning. I would now like to be blunt and ask for a plug for our UK bulletin boards. All the latest issues of The Word are available and people may wish to upload their articles, etc. if they wish them to be included. All these sites are open from 8PM-8AM and are mail linked.

All speeds of modem may connect to our sites from 300 baud up as we believe a lot of people buy cheap modems for a start, and if they enjoy what they see a faster modem normally follows. We are doing our best to provide a good service to our users and most of us have invested in high-powered machines and large storage devices. We leave them running throughout the night for other people to use. All we are asking is for a little support from the magazines we buy every month.

*Deck the Ripper, NFA PD*

**I'd just like to say that I don't like people using pseudonyms when writing in to me at *Amiga Computing*. It certainly dumped your chances of receiving the £50 prize for best letter this month (who would we make it payable to?), but anyway, you do have several good points about BBSs providing more of a sense of community than the Internet currently does. The Internet is also still a lot harder to connect to than a BBS, but by the same count it does offer an awful lot more.**

**As for your decrying the net for the smut, piracy and bomb-making files available on it, I think you are being a little hypocritical as the vast majority of these files all originated on BBSs. Still, we want to help support any use of Amigas and if you are feeling a little left out, it's mainly because we have to cover what's hot.**

| | | | |
|---|---|---|---|
| The Big Hard One | 0116 266 1610 | NFA HQ | 28800bps |
| Bugged Out BBS | 0116 237 5147 | NFA Mail distribution site | 14400bps |
| Warp Speed | 0151 928 6610 | NFA Tempest support site | 33600bps |
| Rigsbys BBS | 0153 026 0160 | Independent | 14400bps |
| The Hot Rock | 0116 238 7710 | Independent | 14400bps |

## SELF HELP

I have owned my Amiga 1200 for about two years now. To start with I used it mostly for games and DPaint, but since then I have bought a hard drive, accelerator and monitor and agree that if the Amiga is to continue users must keep their machines up to date. But more importantly than that, they must also know how to use them properly. Since upgrading, my Amiga has become ten times more usable, but if I hadn't spent the time getting to know the OS, I wouldn't have got half as much benefit from the upgrades as I have.

Naturally, there will always be beginners with problems, but some of the people who write in and say that they have been Amiga users for years sound like they have never even opened a Shell window! I consider myself a complete amateur but I'm sure I would be able to answer at least half the problems you get sent just by explaining how to use 'assign'.

Why don't you help raise user competence by running a special offer on a book like BSB's Using AmigaDOS (which was what I used), and stop ACAS from getting clogged up with such simple problems.

I would also like to congratulate you on the OS comparison feature in December's *Amiga Computing* – it was very interesting and, most importantly, honest. Maybe in a future issue you'll put forward some ideas/suggestions on what we should expect from Workbench 4 and when we can expect it)?

Finally, there has been a lot of speculation on whether the AAA chipset, which was apparently 98 per cent complete when Commodore went bust, will be used in a new Amiga. As David Pleasance said that it would be a million times better than anything anyone else had, it makes you wonder what it does and why there's any question of it not being used.

*Nigel Harper, Nunburnholme, York*

**Quite agree, but you can't expect everyone to want to learn to use the Shell. Actually, the fact that people have to assign software points towards a deficiency in Workbench that should be addressed in future versions of the operating system.**

**I'm glad you liked the OS comparison feature – Frank Nord is blushing with pride even as we speak. It came easy to him, of course, as our resident operating system expert. He could have extended the article to fill ten pages if we had let him. And as for future Workbench suggestions, I hope you found his article last month as interesting as you did the comparison feature.**

**Lastly, it doesn't look like the AAA chipset will ever surface. Amiga Technologies are trying to work out whether to supply the Amiga with a custom chipset, or go for a more general level of compatibility with PC manufacturers and plug in a VGA-type graphics card. Even if they work out this conflict satisfactorily and in the custom chipset's favour, they would still need to do an awful lot of work with AAA to bring it up to speed.**

## EXPANSION ANGST

Who says that good things can't come from bad ones? With Amiga World's demise I am now blessed with your publication and I believe you are 'Numero Uno'.

I share B Nicholson's concerns in his letter in issue 4 *(English readers will have Mr Nicholson's letter in the November issue – ES)*. As an A3000 owner I have seen very little A3000 improvements available in the market (I guess Commodore got it right with this design). To go straight to the point, perhaps this time Amiga Technologies' engineers could be challenged to design a motherboard for the next generation of Amigas that would have a processor slot where the CPU would reside and would be easily upgraded but, more importantly, two video slots where one would be populated by the video display co-processors and video custom chips on a daughterboard.

Perhaps this would solve the dreaded occasions when an improved video chipset hits the market and loyal users were forced to keep up and upgrade, or stagnate with their old Amigas. Perhaps Escom could even gain by manufacturing these video processors and making them available to other video board manufacturers (maybe they will even make their way into PCs and Macs thus gaining greater exposure in the market). Make the Amiga into an open system.

I don't want to put down AGA-equipped Amigas but releasing software solely for these units actually leaves the rest of the Amiga owners out of the picture. Maybe software libraries and drivers should be produced by Amiga Technologies and provided to Amiga software developers. These patches would allow software to take advantage of the AGA chipset but also third-party video boards. Let's face it, many Amiga owners are not going to get rid of their units just to get AGA machines. They want to add peripherals (CD-ROMs, ZIP drives, etc.) they can share with another computer, while they wait for the next RISC-based Amigas to hit the market.

I sincerely wish the very best to Escom and their Amiga Technologies division. In order to maintain the loyalty of Amiga fans, Escom must show a dedication to continuously improve and aggressively advertise and market Amigas. And it's up to the users to spread the word.

*Jose A Ferreira, Kingsland, Ga USA*

**Obviously, in the computer world it is a case of move or die. Commodore released some fine machines and the A3000 was the best of them, but that was five years ago now and it is time to get with the plan. However, as you say, it would be better for you to wait for the new PowerAmiga rather than spending money on a machine that will be obsolete in about 12 month's time.**

**Amiga Technologies face a difficult task over the coming year in persuading people that buying an Amiga actually makes sense. In order to overcome potential purchasers' worries about the lack of compatibility the Amiga has with other platforms, I think we will see a move to a more standardised machine, possibly without the custom graphics chipset that we have become used to, opening the way for third-party graphics cards to take over the market.**

## PUBLISHER PANIC

Having received your magazine for several years now I have built up a large collection of your coverdisks. One such disk I now wish to use regularly is the February 1994 coverdisk, The Publisher. In that issue of the magazine there was an offer to buy the official manual for the program, so I bought the manual and just left it on the shelf awaiting the time when I would need it.

The magazine had a serial number in it to override the built-in copy protection on the Publisher disk once it was unarchived, but, unfortunately, I seem to have lost the magazine with the number in it. Could you possibly let me have the serial number for the program so that I can install the program onto my hard drive and, more importantly, use it.

*Geoff Bowell, Colne*

**It feels like we get a request for this serial number every three months or so, so do keep this copy of the magazine handy, just in case you might need it! Here's the number you need to unlock The Publisher: 6547495F**

## FINAL WORD

Just a note to ask why publishers on the Amiga don't look for cross-platform compatibility in their products. I own copies of both Final Copy and Wordworth, yet I cannot transfer files between them and my PC at work without saving out as ASCII and having to redo all my layout work.

It just seems like developers live in their own little worlds and never pay any attention to what's going on around them. If I did that in my business, I wouldn't make any money.

The computing industry is probably the only one where standards are created by competing companies which can be used industry-wide for better all-round performance, but Amiga software houses seem to ignore all of it.

*R A Bryant, Shepstow*

**I quite agree. The lack of observation means that companies end up reinventing everything from scratch each time without paying attention to what other people are doing, meaning the Amiga loses out on some handy features like PNG or support for word processor file formats.**

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## MUSIC

M001 BEASTY BOYS - We Want Some Pussy songs
M002 MICHAEL JACKSON - Song BAD
M003 DO THE BARTMAN
M005 100 C64 TUNES (not A1200)
M006 BAT-DANCE REMIXED
M017 GUNS & ROSES - YOU'RE CRAZY
M018 MONEY FOR NOTHING - DIRE STRAITS HIT SONG
M027 BLUES HOUSE (2 disks)
M029 SAFE SEX DEMO - Very funny
M031 BETTY BOO (2) needs 2 drives (brilliant)
M058 SGT PEPPER (2D)
M072 MADONNA - Hanky Panky Song
M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M150 TIFFANNY - I Think We're Alone Now
M171 MADONNA - (Like a Virgin)
M173 JANET JACKSON - RHYTHM NATION
M177 PET SHOP BOYS
M184 SAM FOX (Please Me)
M186 MADONNA (Rescue Me)
M188 JOE LE TAXI
M189 MICHAEL JACKSON (Smoot Criminal)
M194 JESUS ON E's (2 disks)
M205 RAVE - More Rave
M262 A TO Z OF C64 GAMES MUSIC (4) Brilliant
M314 DICK TRACY (Madonna) (2)
M335 STAR TREK & STAR TREK NEXT GENERATION (2)

## PRINTER MANAGER

U427 PRINTER-STUDIO excellent print results
U599 PRINTER TOOL - includes typewriter, spooler etc
U792 PRINT LABELS print disk labels/banners
U793 STAR PRINTER STUDIO - for all star printers
U794 SEIKOS STUDIO - For all Seiko printers more specific printer driver for the above printer
U733 PANASONIC STUDIO - 9 & 24 pin printer driver & util
U734 CANON PRINTER STUDIO not A500 (1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U782 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer util & drivers
U884 CANNON PRINTER STUDIO -f or all models for use with Cannon printers
U757 150+ PRINTER DRIVER largest collection

## VIDEO TITLERS/TOOLS

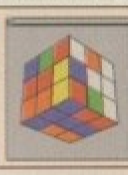
U181 VIDEO NOTE database for your video collection,
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE - new video titler
U965 VIDEO MAXE V4.33 The latest in video
U352 DESKTOP VIDEO 1 & 2 (best video titler tool) cataloguing system. Dozens of functions
U671 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER-BEST
U920 TELESCROLL 2 (not WB 1.3) Easy to use Video titler loads of features
U921 WEDDING VIDEO ANIM (2 disks) Requires D.Paint 3/4. Very high quality
U922 CAPTION MACHINE excellent Video titler
U923 VIDEO MANAGER (Not A500 1.3) Video cataloguing system
U925 Video Tittler - very good video titler

## Top Various Utilities

U024 D-LOCKS proctect your disk & files
U027 ULTRAPAINT & SURF paint & 3D model programe
U029 CAN DO programing language
U046 DARKSTAR no2 (vol 2-5) load of util
U058 DISK MAG CREATOR created disk magazine
U117 NORTH C compiler (2) bril programing language
U122 SID 1.6 copy/delete/move file made very easy
U131 TETRA COPY play tetris while copy disk great
U135 MOST USE UTILITIES (2) very useful util coll
U145 XCOPY PROFFESIONAL very powerful disk copier
U146 C-MANUAL 2(4) Teach you how to programe in C
U169 PAINT AND ANIMATE create your own animation
U170 BIORHYTHMS V4.01 display your own biorhythms
U184 MASTER SEKA V1.6 completes Assembler language
U186 UNLTIMATED DISK CREATOR all tool on are here
U187 M COMPUTER AID DESIGN - Was commercial product
U188 SHOWIZ slide show maker 24+ wipe effect
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS-PAINT VGgood paint package lots of feature.
U222 GRAPHIC UTILITY(3)lot of graphic converter tool.
U226 50+ MOST USE UTIL load of very useful util.
U239 SLIDE-SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS pack more file on to your disks
U242 IMPLODER 4.0 disk pack more programe on disk
U243 The A-T COPIER (not Wb3) 13 disk copier.wow
U254 FRACTAL UTIL load of fractal programe. bril
U282 LAND BULDER create realistic landscape.
U284 COPY & CRACK TOOLS back up your software
U300 MESSY SID II read/write PC/ MAC ect files.
U301 AUTO DISK LOGGER catalogue your disk
U321 GRAPHIC Util 1(3) load of bril graphic util
U324 GRAPHIC util 2(3) even more Graphic tool
U333 SCENERY MAKER more lanscape generator
U334 EMULATOR COLLECTION II (lot of emulator)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brillant 3d object designer
U338 MULTI VISION (2) disk/files utilities
U340 HACKER-TOOLS many ripper tool
U350 POOL TOOL-predict horse with best chance
U351 RACE RATER Similar to above. but both
U358 STAR CAT 2-create catalogue disk easy
U359 SEEKER find lost file on flopy & Harddrive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT-salvage & repair damage disk
U372 WORD SORT process ASCII file
U377 NCOMM III more modem software + packer util
U380 UNICOPY fantastic disk copier
U399 FRACSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U420 SPEED BENCH (not Wb1.3) create auto boot wb
U425 NIB 2 very popular copier
U436 The RIPPER COLLECTION(not WB3) lot ripper
U442 SYSINFO test & print info on your AMIGA sys
U444 FONT FARM font creator/editor/design new font
U457 WHOM 2 (3DISK) Detail/database on 51 films
U470 FINAL FONTIER 1 (2 disk) Star-trek magazine
U473 FINAL FONTIER 3 (4cdisk) Star-trek magazine
U480 HARD DISK CLICK-HardDrive menue system
U490 R-tec Util- Amazing pack with 207 utilities
U491 PROTRACKER V3-Best music writer programe
U492 WORK-STATION(2disk WB1.3 only)WB-replacement
U495 HARD DISK UTIL bril collection of Harddisk util.
U496 EASY PRINT (A500only) lot of print util
U498 WORK-MATE-15 brilliant disk util compilation
U501 THE MUSIC CONSTURCTION KIT(state amiga own)
U504 HOT-STUFF-more util disk compilation
U505 VIRUS-KILLER & DISK RESALVAGE/REPAIRE KIT
U507 DCOPY V3 PROFESSIONAL -Excelent Disk copier
U509 ULT BOOTBLOCK 40+bootblock generator/maker
U510 ULTIMATE BOOT-BLOCK Collection II +more
U512 ZIRCON UTIL-30 MOST USE UTIL 2 brillant
U515 WIT COMPLETE UTIL 20 most use util
U521 SPECTRA PAINT III Very good paint packages
U550 SCENERY CONSTURCTION KIT fractal ,recommend
U551 ASSASIN BOOT BLOCK over 50 bootblock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOL PREDICTION program
U568 ICON CONSTURCTION KIT icon making program
U569 ICON ready made (4 disk)
U590 A600 NUMBERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB 1.3) A500 emulator
U592 KILL AGA-make older programe run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not wb1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2disk) + many examples
U622 ACTION REPLAY V1.5(A500/600)-cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V.2.31(WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy program
U680 NEW SUPER VIRUS KILLER(not WB3)kill 316+ virus
U689 FORCASTER V2-horse racing predition program
U690 ASSASIN COPIER (lots)include Xcopy3/dcopy ect
U694 SUPER DUPER 3. (NOT WB1.3) Vfast disk copier
U696 AMITOOL PROFFESIONAL disk database tool
U699 MEGACHEAT V3 +(more games cheat even for)
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2.create smooth morph animation
U703 POOL TOOLS 2(Latest)prediction horse racing.
U705 TRONI-CAD-best create circuit board+examples
U707 GAME TAMER(3&4)-(2)For even more games cheat.
U708 LAST WILL & TESTAMENT-write your will
U710 PERFECT-PAINT 32 Very easy to use paint package
U714 ENGINEER KIT various test kit for Amiga
U718 MAGNUM 1.9 REGARD the best disk magazines creator
U721 FONT FARM V3 + load of font + font viewer
U723 EXOTIC RIPPER rate as the best sound/graphic riper
U724 PARNET SET UP(2) require for the connection
U725 PARNET CABLE MAKER INSTRUCTION project save DD
U726 AREX MANUAL(notWb1.3) complete manual.
U729 ASSASIN BOOT UTIL 50 boot block creater util
U730 SOFT AGA (A500plus or A600) & min 1.5 meg
U731 A - Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II+hundred of ready made
U737 ASSASIN CRUNCH & COPY TOOL (WB 1.3 only)
U738 S.KICK PROFESSIONAL v3.2 Various K-start
U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC<->AMIGA disk
U741 HD-DISK TOOL BOX +many more Disk util recommend
U742 HOW TO CREATE AUTOBOOT DISK.complete + util
U743 Util .Disk .Maker v3. MAKE AUTO BOOT DISK
U744 FRACTAL MANIA+BIOMORPH Brillant collection
U745 AF WORK BENCH (3)(WB 1.3 ONLY) replacement
U746 3D GARDEN DESIGNER & wiew from any angle bril
U747 ASTROMY V2 predict star planet prediction.
U749 DISK REPAIR 3(floppy & HD)include soft-proctect
U750 MUSIC CATALOGUE.(not A500(1.3) very easy to use
U751 SYTEM CHECKER TOOL must for any Amiga owner
U753 HARD DRIVE UTIL+lot more Hard DRIVE UTIL
U754 PARBENCH installer (complete)
U755 PRO CAD electronic.latest circuit board designer
U758 WB MENU LAUNCHER-menu system, easy to use
U760 ICON PLUS (3DISK) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make more older software run
U777 TELE TEXT RECEIVER project. highly recommend
U781 DOSTRACE V2. display infomation why some programe refuse to run, also monitor Amiga activity. RECOMMEND
U783 POOL WINNER GOLD must for all gamber
U789 HARD-DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2disk new workbench replacement, include lot of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 amiga Fault finding
U800 PRINT A CARD include many ready made
U801 MULTI-PRINT V4 lot of printing util
U805 DISK PRINT print custom disk lables
U807 FONT & PRINT Load of utilities to wiew & print your font collection. RECOMMED
U830 POOL WIZARD -(football) prediction
U832 DIVENDEND WINNER - Prediction rograme for use with LITTLE WOOD, VERMON, ZETTER Ect
U834 FORCASTER 2.02 New Horse prediction Prog
U839 AUDIO MAGIC 4-Proctracker V3.Exoctic ripper
U843 AUDIO MAGIC 8- Octamed player ect
U846 C64 emulator V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2- Spectrum emulator
U850 EAGLE PLAYER (2disk) the best music player
U851 DELI-TRACKER (2disk) play all music format.
U881 SONIC DRUM KIT V2 Make drum sample
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U883 OPTI-Utils 1-over 30 disk copier/Optimise ect
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U887 DISK REPAIR KIT 4-include disk repair, undelete,softproctect, diskmate, sysinfo,ect
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U967 PRO-GAMBLE-Super Horse prediction programme
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U982 DIRECTORY OPUS V4 add Extra Command/BUT
U983 MAGIC WB & MAGIC MENU ..Both Latest versi
U986 VIRUS-WORKSHOP V5.1-the best Virus killer
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U988 TURBOCAT Auto catalogue your disk library
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U970 HARDDRIVE SECURITY II Large collection of HD scerity programe eg Lockout2,Password & many more
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U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3
U974 HD GAMES INSTALLER 2 install tops games to H EG.ZOOL2, Rise Of the robot,Mortal Combat2 & more
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U977 MAGICWB ICON ARCHIVE (3) 1000's of MGwb
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U979 ICON ACHRIVE(3) 1000 s of normal Icon(any Amig
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U998 EXOCTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MMU
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U1003 LOTTORY WINNER V2-new version
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U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 3
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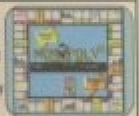
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## GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brillant 3D puzzle games
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G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIX and INVADERS.
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
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G320 GHOST-SHIP Very good 3D adventure
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G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polish Tetriz ever release
G392 STRIKEBALL brillant base ball clone
G399 TRAILBLAZER brillant (not A1200)
G400 FIGHTING WARRIOR like street fighter
G404 DOMINOES only one of it kind on PD
G406 TOTAL WARS -strategy like chess in space
G411 BATTLE CAR 2- 3D car racing
G431 NESTER CARD GAME- hours of fun for a quit.
G435 ROULETE american roulete excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & desender
G446 OBLIDOX excelent Arcade/Puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREAM VILONCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable break out clone
G491 BOUNCE & BLAST brillant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozen of level fast arcade.
G501 KLAWZ THE KAT-great platform games
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brillant
G534 CASTLE KUMQUAT similar to Alien breed
G535 BLACK DAWN brillant graphic adventure
G538 MORIA 5.4 The latest Dungeon & dragon
G539 BRIDGE Good version of Bridges
G540 ORK ATTACK bloody adventure

### 101 GAMES

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All games are selectable from an easy to use menu & most games come with full playing instructions

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G542 ROAD TO HELL brillant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G548 QUIZMASTER very good quiz programe
G552 ELEVATION games base on lift ??
G560 IMPERIAL WALKER -Base on STAR WAR games
G567 STARBASE 13 (2D) Bril like MONKEY ISLAND
G657 AMOS LOADSA MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many event to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2D) base on the TV series
G665 TIME RUNNER (WB2/3) Brillant graphic
G667 GOLF (2DISK) One of the first & decent GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2DISK) very playable jigsaw games
G673 BOBBY GARDER + DIGGER (NEW) Brillant
G674 HIGH OCTANE Fast car racing (notwb1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK bril
G682 BANDIT MANIA - Brillant fruit machine demo
G685 PROJECT BUZZ BAR -Brillant asteroid
G689 GUN FIGHT (not A500(1.3)
G690 THE REAL POPEYE 64 (a500 1.3 only)
G692 SYSTEM DEFEND-Brillant Defender clone
G698 AMIGA-BOY-Game boy emulaor + tetriz
G732 DETHELL IN SPACE. Recommed.
G735 OVERLANDER Brillant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR WOID (2 Disk) brillant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible scoccer games. RECOMMEND

### 101 GAMES 2



All games are selectable from an easy to use menu & most games come with full playing instructions

**PRICE ONLY £10.99**
This is the very latest all new 101 games compilation pack 2 containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Much too many to list.
COMPATIBLE WITH ALL AMIGAS

G773 FRUIT MANIA -Brillant Fruitmachine.
G774 TRICKLE TREAT -like DOOM on the PC
G775 FOOT-BALL MANAGER-new version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS-Brillant graphic adven
G784 NANO FLY Superb explore game RECOMMEND
G785 THE GREAT GOLD RAID- very addicted
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH -Great grahic
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphic like
G791 PROFFESIONAL BINGO CALLER
G792 MARTIAL SPRIT like Street fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brillant puzzle
G811 TEMPORAL MISPLACEMENT-graphic adventure
G812 ADAY AT THE RACE-V.Goodhorse racing games
G820 BOULDER ORIGINAL with 80 level
G821 BOULDERDASH cave/level Construction kit
G822 BOULDER COLLECTION 2/3 160 level (2disk)
G839 BOULDER PACK with 640 level on 8 disk
G860 ALIEN NET WORK-new Spacing invader
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 level
G866 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIZ for 1 or 2 player
G868 SUPER SMASHING TETRIZ
G870 CHESS II & CHECKER One of the best around must for all CHESS or CHECKER player
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3(new) add new feature & bouns gamme + 2 player RECOMMEND. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze colect & escape type games
G879 RAG TO RICHES - like MONOPLY

### NEW 101 GAMES PK 3

New 101 pack 3 contains over 100 games, runs on all Amigas, only £11.99 offer buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other offer current & subject to condition apply.

G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shootem up
G886 SUPER MEGA FRUIT- All new Fruit Machine
G888 DRIVING MANIAC 3D (fill vector like Ind500) car racing- very fast. RECOMMEND
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMEND
G892 PENGO 2- Maze type games. Recommend
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lot of weapon RECOMMEND
G894 SUPER INVASION II -New SPACING INVADER
G897 THE SHEPERD Brillant POPULUS clone. REC
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN. One of the better PacMan arround.
G900 SUPER-BATTLE ZONE.3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) play very similar to LEMMING & WORM, with load of Weapon (Brillant)
G904 LAST SOLDIER (2) multilevel platform games
G905 CBBERTECH (2) exclient ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice Platform games
G908 COLOURMANIA slide/Klatriz type puzzle games
G910 HARRY-HADDOCK- Brillant platformer games
G912 MANGLE FENDER -Brillant, Smash up other cartank ect to win, extremly addicted, get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER-play like Desert strike
G915 COW WARS. Very addicted 2 player games
G916 ISLAND -Play like Monoply.
G919 COP THE LOT Pro Latest Lottery preditor
G920 LOTTERY PROFFESIONAL This version use
G921 MONOPLY. (board games) The best version
G922 JET WILLY 3 - excellent platform games
G923 FLAMMING ENGINE-Superb car racing
G924 POWER MACHINES. Grahicaly brillant shoot
G925 SUCIDE-MACHINE Operation wolf style
G926 ZAXXON 3D Superb C64 3D blaster games
G927 BOING V3. Great platformer. recommend
G928 PUNTER-Animate horse racing games
G929 ARCADE JIGSAW (2d) include LION KING
G930 WHEEL CHAIR GLADITOR-Very fun to play
G931 NIMBLE-Brillant New arcade puzzle.
G933 BLACK DAWN 3- THE NEW BEGINNING (2) Superb 3D adventure. RECOMMEND
G934 R3 ROCKET (NEW)very good rockets games
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing

### GAME HINTS & CHEATS II

Play your favourite game for age? but can't get to the end of level or game? Having problem with some games? 5 disk pack with 1000s of games cheat/help/level code action replay poke etc., should help you finish many games – suitable for all Amigas only £4.95.
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## EDUCATION

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E002 COLOUR IT brillant computer colouring book
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E004 LEARN & PLAY (not A1200)many maths & games
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E006 SPANISH TRANSLATOR Spanish<> English
E008 MR MEN (WB1.3only) brillant story adventure
E009 ASTROMY tutorial on solar/star ect system
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pack with dozens of education programs ranging from maths, science to educational games recommend suitable for any Amiga. 5 disk pack only £4.95

E019 DINOSAURS teach you all about Dinasaour
E020 WORLD DATABASE require (2+meg)
E021 STORY LAND II interact puzzle games rec
E022 LANGUAGE TUTOR teach you 5 language
E023 TALKING COLOURING BOOK talking Dpaint bril
E024 EASY SPELL II improve your kid spelling
E025 SCRABBLE require 2-4player. brillant
E026 WORDS can help you solve the crossword
E027 OSWALD Very colourful large cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUDOR very good typing tudor
E035 CHESS HELPER help/teach how to play
E036 BASIC TUDOR learn about Amiga basic Prog

### EDUCATION & 21 GAMES PACK

Collection of the very best of education programs and a 21 games pack, a very popular combination for kids (run on all Amiga) 5 disks pack only £4.95

E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care about AMIGA
E040 GUIDE TO LOWER BACK PAIN tutorial the spine & how to avoid back pain. (recommend)
E041 KID ALPHABET display all alphabet letter
E042 FRACTION & SILOUEST maths & games excellent
E043 MATH MASTER teach/test you more on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animate graphic
E046 GAS TURBINE ENGINE tutoria & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explain the meaning of dream
E051 INVISIBLE WORLD brillant recommend
E052 FISH TANK turn your amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kid
E055 WORD POWER solve crossword puzzle ect good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apple brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kid games
E059 VERB QUIZ find the word & it related. Bril
E061 KING JAMES BIBLE (4d) complete bibles excel
E066 TARROT clairvoyant in a instance
E068 GALLOW fancy a games of hang man?
E070 MATH DRILLS teach all basic math skill Vgood
E071 ERROR INFO give info why your amiga crash
E075 WORLD-WAR 2 graphics tutorial on WORLD-WAR releate program eg simulate Starprobe/ molecube/ ect
E076 SCIENCE an excellent collection of science ideal for all who interesting or studies in science recommend. this pack come on 4 disks
E080 KIDPRIX great children paint programme.
E081 ASTROMY PACK- This is a mazing collection of programe relate to astromy. can help to locate certain or star position ect. must for anyone who studies astromy or hobby. great (4DISK)
E073 PICTURE & LETTER learn to reads- first step
E074 AMIGA BEGINER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME demo +Very good
E080 KID PIX more excellent paint programes
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RYHMES sing a song
E094 HIGH WAY CODE TUTOR question on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in education programe
E099 BACK TO SKOOL vol 3 & games. RECOMMED
E100 LITTLE TRAVELER infomation on world wide
E101 WORLD GEOGRAPHY world with map & test.
E103 DISCOVERY OF THE ATOM. tutorial on the Atom (2)
E104 DESK TOP GUIDE TO MUSIC(3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Very entertaining way to teach your child the ALPHABET
E108 HOW TO DELOVOPE PHOTO 1 (2) Excellent
E109 MR MEN OLYMPIC (2D) many event to complete
E110 CULT TV DATABASE (2D) info on early TV series
E112 HOW TO DEVELOPE PHOTO 2 (2) delevope your
E115 ELETRONIC WORLDS(3D) Complete KJames BIBLE
E116 HOW THE EARTH BEGAN-theory how the BIG BANG explode and create all the star & galaxy
E118 WORKBENCH 2 tutorial on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teach kid on the math subjects. RECOMMEND
E121 PICTURE PUZZLE brillant JIGSAW type games
E122 WORD FACTORY Brillant, teach kid words

### KID DISKS 1,2,3,4,5

Excellent collection of education programs, Ideal for teaching kids various subjects while retaining the fun & game element. 5 disks only £4.99 or order seperately for only 99p per disk. Order Code KID DISK & No. 1-5

E125 JURASSIC PARK lots of info on dinosaurs
E126 CHILDREN SONG 2 contain 5 excellent song
E127 MING SHU (A500 only) Bril Chinese Astrology.
E128 ASTRO 22 PRO.V3-The latest astrology program that accurately calculates the position of the planet, eclipe, zodiac position etc. Recommend
E130 FRENCH VERB TESTER should help you with fre
E131 CULT TV DATA BASE II (2 DISK) info on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) Infomation on world wi
E134 X-FILES-Guide to the TV series very interesting
E148 CHESS & TUTOR - FULLteach you how to play ch
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMM
E163 JAPANESE - teach you the japanese language
E164 PAINT IT (not A500/1.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent tuping tutor.
E166 WORD POWER- spellcheck/crossword solver/tea
E168 CROSSWORD CREATOR-design crossword
E169 CHESS II & TUTOR brillant Chess II games
E170 HISTORY OF AVIATION Vol 1 Execllent disk
E171 CHILD FAVOURITE-Education prog
E172 ANIMAL LAND-Learn about animal
E175 FRANTIC GUIDE TO COMPUTER(2D) brillant & fun
E177 CYBER PUNK 2 for cyberPunk freak only
E178 STAR-TREK & STARTREK NEXT GERENATION GU THE COMPLETE GUIDE COME WITH HUNDRED OF SCR SHOTS TAKEN FROM THE STAR-TREK SERIES. SUPER
E181 SIGINTURE CREATOR customise your own signt
E182 VIRUS WORKSHOP V4 comprehensive guide
E184 IMAGINES VIDEO 2disk
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest Education & Games
E240 BARNEY THE BEAR GOES CAMPING (2d) Brillant teach your child about animal
E241 COMMS GUIDE V1.1 beginner modem user
E242 GUIDE TO WEATHER (3d) superb complete guide to the weather. recommend
E245 MATH ATTACK- Maths relate games for kids
E242 ANIMAL-LAND-Ideal for young kid. Excel
E243 PICTURE-MATHS-Maths program for kids
E246 BEGINER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) fact about planet earth
E248 KID ONLY. 5 excelent game to play with
E250 SANTA -Help Santa collect present games
E251 BIRTHDAY HISTORY V2.2-
E252 BAR-TENDER-recipt for 1000 drink/cocktail
E253 BEGINNER TYPING TUTOR-

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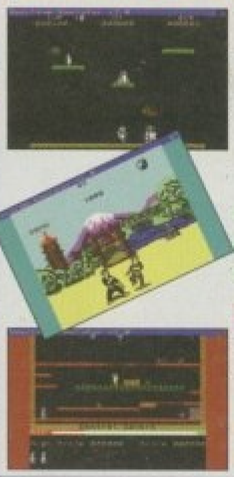


The very latest version. Now you can play real Commodore C64 games on your Amiga. All packs below are complete & ready to play directly on your Amiga. Printed instructions provided.

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More Spectrum games available ← screen shot from AMIGA

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See C64 or Spectrum advert box for more details

# AGA A1200 & A4000 ONLY
## THIS LISTING ARE FOR USE WITH AGA AMIGA

AGA001 EXTENSION DEMO Stunning demo, fast landscape and a rotating city, regard the best AGA demo
AGA002 FRACTAL GENERATOR fractal in 256 colour.
AGA003 WORKBENCH HACK many hack/toy/blanker etc
AGA006 NEW SUPER KILLER know know & kill over 214 type of virus must for all A1200 owner
AGA007 MINDWARP very first demo for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) the best A1200 card games with glamours lady as cards face 18 + only
AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE Truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) Brillant INVADER game
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS- Fairly good demo.
AGA017 WORLD OF MANGA (4DISK) magnificent Japanese comic slide show include Japanes Chick etc recommend
AGA021 MAGIC WORKBENCH Improve the look of your WB & add some function to your WB really BRILLANT
AGA022 WB 3 UTILITIES load of Wb 3 only utilities
AGA023 U-CHESS the best chess program games so far but require 4 megbytes. Brillant graphic
AGA024 WORKBENCH 3 SCREEN Great back drop
AGA41 ADULT SLIDE Vol 1-9 (2 disk each) *see below
AGA42 BODY SHOP VOL 1-7 (2 disk each) *see below
AGA50 FITCHICK vol 1-3(2disk each) *see below
To order any disk above just state disk code & volume no? (remember 2 disk per volume)

**DEGRADER**
AGA090 A1200 FIX DISK COLLETCION 1
AGA091 A1200 FIX DISK 2 COLLETCION 2
AGA094 RELOCKIT V1.4a latest. run A500 SOFTWARE
AGA306 A1200 FIX DISK VOL 3 (new july 95)
All disk above are design to make any old A500-A600 Amiga programs/games etc to run on your A1200/A4000
MUST FOR ALL AGA AMIGA OWNER. RECOMMEND

AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY.
AGA099 MADFIGHTER 2 brillant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pic in Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent image processor
AGA105 QUICK GRAB AGA -grab AGA screen PICTURE
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. leave atari userbreathless
AGA114 SMELL LIKE CHANEL NO5 brillant demo by trace picture ever release on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disk)
AGA133 AGA UTIL v1&2 (2) AGA util compilation
AGA135 AGA UTIL V3 &4 (2) more of above
AGA137 MULTIBOOT- 4 various version A500 EMU
AGA138 OFFICIAL WORKBENCH 3 HARDDRIVE INSTALLER
AGA139 WB3 HARDDISK PREF & INSTALLER installing
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA142 SUPER LEAGUE 3 -latest manager games
AGA144 SPEAK & SPELL - educational software for kid
AGA145 BIG TOPS (18 + only)HMMmm
AGA146 KELOG LAND -brilliant platform games
AGA150 ACTION REPLAY V5 - NEW UP DATE TO V4
AGA160 GIGER TRIZ very playable 256 colour tetriz
AGA162 FATAL-BLOW new STREET-FIGHTER 2 clone
AGA164 CINDY CRAWFORD Vol1 (2 disk) latest release
AGA166 INFESTATION (3 disk) The ultimated AGA demo
AGA170 CINDY CRAWFORD Vol II (2disk) amazing
AGA172 VIDEO TRACKER AGA-ultimate demo maker
AGA174 MAGIC WB EXTRA vol 1 & 2 (2disk)
AGA180 GIF BEAUTIES Vol (11-18) 8 more girls disk
AGA189 FRIDAY AT 8 another brillant AGA demos
AGA190 ASSASIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FRENZE 2 player blasting +power up
AGA194 BIG TIME SENSUAL (2disk) SPACE BALL 2
AGA200 MASQUERADE 2disk brillant puzzle games.
AGA202 RAM JAM 94 it cat be done (2disk)
AGA203 EXPLIXIT 2 DEMO new effetc welldone.
AGA204 COMPLEX ORIGIN 2disk require 2 diskdrive
AGA206 TREASURE OF TUTANKHAMUN- eductaion tool
AGA230 LOVE 2 disk-simply brillant DEMOS
AGA231 AGA UTIL 7 & 8 (2 disk) .More USEFUL util
AGA234 KNOTTY-Stunning AGA sliding pictre puzzles
AGA240 LOTTERY WINNER hope fully will improve your chance of winning a jack pot..GOOD-LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 lot of games
AGA251 PACKMAN AGA -the best pacman yet
AGA252 ROCKET PD - Super thrust clone brillant graphic for 1 or 2 player
AGA253 REAL DEMO stunning special effetc
AGA254 DIRT AGA Brillant 256 colour effetc.
AGA255 DELIGHT EXPLORE exclient demo
AGA256 KEFEREN AGA Demo lot of effetc
AGA257 MINDMIST RAVE great rave music.
AGA258 OXYGENE Fantastic demo
AGA259 INTEL-OUT another very good demo
AGA260 SOMEJUSTIC94 Demo of the month brillant whirl effetc. RECOMMEND
AGA262 TO THE DEATH very good STREET-FIGHTER clone with very good graphic.
AGA263 GEORGE GALAXO (2disk) brillant multilevel shoot/platform game. RECOMMEDN
AGA265 MISSILE OVER ZENON (2disk) Brillant 3D missile commander with fantastic graphic
AGA266 TEAM-HOI DINO PLATFORM excellent dino platform Note:this disk was a commercial games
AGA274 MUSIC 2 SURVIVE 2disk 8 excellent music master piece. well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2disk)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2disk)
AGA base disk magazines. RECOMMEND
AGA disk magazine topic.demo/music
AGA285 WORKBENCH BACKDROP VOL 3
AGA295 DE-LUXE MONOPOLY- Board game.V addicted
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extreamly good to play
AGA298 ROCKET 2 set deep underground brillant graphic. even better with 2 player
AGA299 SCRABBLE-Now fully run on all Amiga
AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian MUMMY
AGA303 PAMLA.ANDERSON.(2) 18+ only BayWatch Babe
AGA304 BODYSHOP V8 (3) more bikini beauties
AGA305 TIMEZONE (2) V.Good graphic adventures.
AGA307 DENTAWOLF dooms demo
AGA308 NAXIS -Really show what AGA graphic co do
AGA310 FEARS (2d)- dooms clone demo
AGA312 JINX (2d) Fantastic arcade puzzle
AGA313 RAM JAM THE TASTE DEMO.very wicket demo.
AGA315 ILEX MYSTIC. New AGA demos
AGA320 KLONDIKE 3 (4disk) Hd require & 2meg +we aslo have a list of 25 cards for above.
AGA321 HOT-BABE 1 (2) MUST BE OVER
AGA322 HOT-BABE 2 (2) 18
AGA323 HOT-BABE 3 (2) BEFORE
AGA324 HOT-BABE 4 (2) ORDER ANY
AGA325 HOT-BABE 5 (2) OF THE HOT-BABE PACK
Hundred of quality Magic wb icon & back drop
AGA388 DESK-TOP MAGIC- 32 animated screen blanker
AGA389 WAR OF THE WORLDS -full 3D games
AGA390 FEAR 2. Brillant 3D graphic games like
AGA391 PSSST Amiga version of Spectrum games
AGA392 CHILD MURDER(4)Horror graphic adventure
AGA390 FEAR II -Brillant 3D game play just like DOOM on the PC Garrenteed you impress.
AGA393 PC EMULATOR V3- Latest PC emulator
AGA400 HYPER RACE (2) Super racing games
AGA410 CINDY CLAWFORD (3) new
AGA411 ELLE MACPHERSON (3)
AGA412 CLAUDIA SCHIFFER (3)
AGA413 BIG GIRLS II (3)
AGA414 GIRLS GIRLS (2)
AGA415 NIKY TAYLOR (2)
AGA417 KYLIE MINOUGE (3)
AGA418 FEMALE BODY BUILDER (3)
AGA419 EXCELLENT CARD GAMES 3 latest
AGA420 POKER & BLACK JACK DELUXE (3)4MEG
AGA421 COLOUR WB make your WB more colourful
AGA422 RIDGE RACER Demo on the Amiga,
AGA423 DRUG STORE DEMOS (2disk)
AGA424 DREAM WALKER (2) Demos
AGA425 MYSTIC DEMOS(2) 95 excellent demos
AGA426 ORIGIN 2 (2 DISK), Amazing

← SEE PAGE 1 FOR MORE SOFTWARE FOR YOUR AMIGA

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## A600 RAM EXPANSION
**A601 Official Commodore ram expansion. Fit inside trap door**

- Add an extra 512k of memory to your A600
- Enable your A600 to run larger programs

For a limited period we are able to offer this memory board & 512 of memory at less than half price of only **£9.99** +£1 for parcel force postage + Free Mouse Mat

**Smart Stor ...20Mb...£39.99**
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Smart Star is an external Hard drive which plugs in to the PCMCIA slot in your A600 or A1200, full work bench installation (please state Amiga owned so we can install the correct WB for your Amiga ready to use.) Order before Christmas and we will include 10Mb of the very latest PD from the Aminet...FREE. Full portability... install remove only take seconds. Highly recommended.
**Supplied complete & ready to use (for A600 & A1200) only**

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*Switch between version of Kickstart on your Amiga with ease, hugely improved software compatibility with the A500 1.3 (just like owning 2 Amiga models in 1). This is the very latest version II. Fitting is very simple, full step by step installation manual is included. No soldering required.*
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RRP ~~£34.99~~ Now only **£15.99**
**For A500 Plus/A600 & A2000**

# SOFTWARE 2000 DOUBLE CD CONTAINS
# OVER 1965 DISKS




This is the Big one! Nearly 2000 original disks from the SOFTWARE 2000 library included on a Double CD set. For title list just take a look at this Doubles advert for examle of titles & packs which can be found on this CD. No lucky dip or unknown software. Full description on every disks/titles. Very easy to use menu system on both CDs. This unique menu system lets you explore the contents of both CDs without disc swapping...Excellent. See below.

**EXAMPLE OF DISKS CAN BE FOUND ON THE DOUBLE CD SET**

294 – VARIOUS UTILITIES DISKS
252 – ANIMATION DISK
181 – AGA DISKS
92 – TOP SAMPLE AND FX DISKS
118 – EDUCATION DISK
133 – DEMOS
225 – MUSIC DISKS
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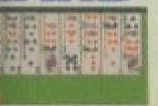
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X98 HOT BABE 3
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## TROUBLE WITH A PSU

I have been an Amiga user for nearly five years, using an A500. Having seen all the really good programs that you give away on your cover disks, I am now getting an A1200 as I feel I am missing out all the time. I have two questions I hope you can help me out with.

Firstly, where can I buy a PSU plug that goes into the Amiga? I have asked all the shops in Hull, but keep being told that you cannot buy them. I would like to make my own workstation, but I need the plug for the PC PSU.

My other question is, if I buy an Apollo 1220 for the A1200, can it be turned off by some sort of command? I have been informed that some games run too fast with the accelerator in the trap door.

*Peter Grainger, Hull*

**You want to make your own power supply unit? I personally wouldn't recommend it, unless you are 100 per cent sure as to what you are doing. There is always the risk that you are going to fry your Amiga, and normally there is not too much need for a more powerful PSU.**

**It is, however, possible to do and there are a number of files on Aminet that explain how to convert a PC power supply for use with an Amiga. The most important thing is, you must make sure you get all the power connections correct otherwise you will be the proud owner of one ex-Amiga.**

**The reason you cannot get hold of an Amiga power plug is that it is a none standard connection, being used only on Amigas. The only way you are going to get hold of one is by cutting the plug off your old Amiga PSU, and then solder the lead to the PC power supply.**

**It would also be advisable to double check the power output from the PSU with a multi tester, before actually connecting it to your Amiga.**

**As far as I know, there is no way to disable the Apollo board without actually removing it from the trap door. The only A1200 accelerators I know of that can be easily disabled are the Blizzard boards – with the 1230 you just hold down the *2* key when you reset the machine and the entire board is disabled.**

**Finally, I have not actually played any games that suffered from having an accelerator, and all Doom clones and flight simulators will benefit with a faster screen update.**

# acas

amiga computing advice service

ACAS is the name, **trouble** shooting is the game. You've got a **problem**, then we can solve it

## PROTEXT PROCRASTINATOR

Since using a standard A1200 with a 40Mb hard drive, Protext v4 has obstinately refused to open its window. If intuition has been allowed to reset the Workbench screen once or more since bootup, due to any of the screen, palette or font preferences being in ENV:, Protext will refuse to open its window.

It is possible to get Protext to run by either having Workbench run in 2 colours – that makes it look really horrible – or not allowing IPrefs to run in the startup-sequence. The only other way to get Protext to work is by using a Workbench screen that is 1900 pixels wide. Protext will then open a huge window that is not at all practical to use.

*Mr Churchill, Nottingham*

**Protext is quite an old program, and even version 4 was written with Workbench 1.3 in mind. Having said that, there really should be no problems running such an OS legal program, unless it is doing something naughty. You would normally assume, in this sort of case, that the program is at fault, but Protext is normally a very well behaved program, and version 4.3 should run under Workbench 2 without any problems.**

**Generally, in these situations you have to assume that the program is at fault, but as I have said you should not be having any trouble with Protext. Your first move would be to check the program tool types. From here you can normally adjust certain options to do with how a program works. In this instance, an option to get Protext to run on its own screen would be nice to try.**

**After that, you are only really left with trying to adjust any window settings from within the program, or it is always worth checking that some other background program or hack, as some of them can turn out to be, is not interfering with it. Other than that, it would be worth considering an upgraded to Protext 6.**

## REMOTE DEVICES

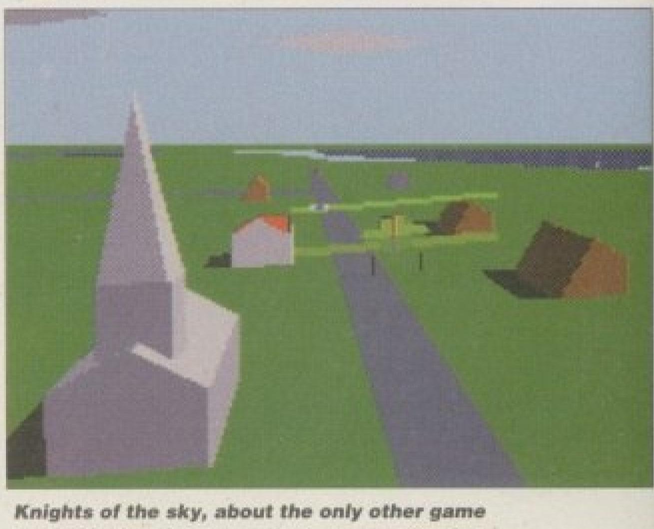
Hi, I am Diego and am writing from Argentina. I have an A1200 with 6Mb and would like to know a couple of things. I'm searching for a game that can be played over the modem, and I already have Skid Marks II, but would like to try something a bit different.

A friend of mine has bought a CD32 and saw a cable that you can plug into the A1200 and CD32 to allow you to access the CD32 with the A1200. Do you know of this cable, and does it actually work?

*Diego Waisman, Buenos Aires*

**It is always nice to hear from one of our farther flung readers, and Argentina is pretty far flung. Games that are playable over the modem, in the Skid Marks manner, are pretty rare on the Amiga. The only one I can think of off the top of my head is Knights of the Sky by MicroProse. This is a very good World War 1 dog fighting flight sim and really zooms along on a A1200, as it was written with the A500 in mind. Other than that I cannot think of any others, and even all our game gurus were stumped.**

**With regard to what your friend saw, a couple of devices came out that allowed the CD32 to be connected to an A1200. This was via a serial cable and using something like serNET which lets you access the CD32 drive like any other disk from the Workbench. They work well, but the real problem with all of these is that they are generally quite slow because of the slow serial cable.**



*Knights of the sky, about the only other game on the Amiga that you can play over a modem*

## MISSING MMU

I own an Amiga 4000/030 and have been having trouble with running out of RAM when using my sound sampler and digitiser. A friend suggested I send off for a virtual memory program from a PD house.

I followed the instructions which said it will work on any Amiga with Workbench 2.x and higher, but I just simply cannot get it to work. All I can get it to do is write a 4Mb file to my hard drive and then crash. I hope you can help.

*James Sergeant, Sussex*

**If things in life were only so simple. Unfortunately, the program instructions are lying. To use virtual memory in this way, you have to have a MMU – a memory management unit – fitted to your machine. The 030 version of the A4000 is the EC version, so has no MMU, and therefore, unfortunately, you will not be able to get the advantages of virtual memory.**

## acas

***Do you have a problem? Do you sometimes find yourself poised over your Amiga with axe in hand, spouting profanity at the stubborn refusal of your software or hardware to behave properly?***

***Well, calm down and swap the axe for pen and paper, jot down your problems, along with a description of your Amiga setup, and send it off to Amiga Computing Advice Service, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP. Alternatively, e-mail us at ACAS@acomp.demon.co.uk***

## A1200 ANSWERS

I am thinking of buying an A1200 later this year, but there are a number of questions I am confused about that I would like answering before I buy one. I will probably be using the Amiga for scanning and word processing applications.

1. What is the difference between 2.5 and 3.5 inch hard drives?
2. Is there really enough room to fit and install one of the above drives inside the A1200?
3. Which do you recommend – internal or external?
4. Does an IDE hard drive mean it is internal?
5. An 'Over Drive' hard drive seemed to cost less and be more convenient, and does not invalidate the Amiga's warranty by slotting straight into the PCMCIA port. Does this mean I cannot use the Squirrel interface?
6. Using SCSI CD-ROM drives on the Amiga, which CDs can I use? Philips CD-i, CD32 PC CD-ROMs?
7. How good are the graphics of the AGA chipset compared with PCs?

*Andrew, a.m.h.wong1@uclan.ac.uk*

**It would probably have been easier just to say tell me everything you know about IDE drives and the Amiga! IDE stands for Integrated Drive Electronics, this means that the hard drive interface is built into the drive. So when it comes to fitting an IDE drive all you have to do is connect it with an IDE cable.**

**To answer your first two questions, 3.5 inch drives are, surprisingly, an inch wider and generally a lot larger than 2.5 inch drives. They also have a separate power supply and are quite a bit cheaper, due to them being easier to make. The A1200 was designed to take a single 2.5 inch hard drive internally, but it is possible to fit a 3.5 inch drive inside an A1200, although it is quite a squeeze and you need to get hold of a special cable to fit it.**

**I would opt for the internal drive, mainly because it does not take up any more desk space, and as long as the drive is fitted by an authorised dealer you will not invalidate your warranty.**

**The OverDrive hard drives are actually IDE mechanisms, so IDE drives do not have to be fitted internally. The main reason for the low price of the OverDrives is that they use 3.5 inch drives which are cheaper. The big draw back is that you will lose your PC slot, so you will not be able to use *any* other hardware that uses the PC slot.**

**In answer to question six, the Amiga can *read* any of these CDs but it can only run programs which are written for the Amiga. Therefore, you may be able to look at file on a PC CD, but you cannot run any PC programs.**

**It is a little difficult to directly compare AGA to a PC system. HAM modes are unique to the Amiga and can be thought of as a pseudo 24-bit display that only requires 8 bitplanes. Therefore, on a display basis AGA is equivalent to a 2Mb SVGA graphics card. Where it loses out is on screen update. If you try to run a 256 colour screen on anything but a low resolution screen then AGA starts to show the strain. If you then try a DblPAL no flicker screen in 256 colours, screen update almost grinds to a halt.**

**On PC systems the effects of running higher resolution modes are much less pronounced, as PC video cards use video RAM. This allows the screen to be updated by the computer, as well as being outputted to the monitor for display. The AGA chipset can only do one of these at a time, and in high resolution screens, displaying the screen takes up so much time that there are very few clock cycles left for the screen to be re-drawn.**

## CD QUANDARY

I want to add a CD-ROM to my A1200, but the information I am getting about CD-ROMs seems to be inconsistent. In reading letters about CD-ROMs, people seem to be having quite a bit of trouble getting them up and running.

So, my questions are: Do you have recommendations as to brands that are compatible with my system?; do I have to get drivers, since I have Workbench 3.0, from the AmiCDRom handler, or would they be included and be able to work on the Amiga when I purchase a CD-ROM?; would the Squirrel help in connecting the CD-ROM up to my system? Any other pertinent information you might have about CD-ROMs would be quite helpful to me since I am starting at 'ground zero.'

*Michael Wilson, Seattle USA*

**I think you have got a little too worried about fitting a CD-ROM to your Amiga. The process should be, and is, very straightforward. You have probably got a little confused from other problem letters in which people are trying to add CD-ROMs to an existing SCSI board. If you already own a SCSI interface then it is necessary to get hold of the AmiCDRom handler software – this is public domain, so is readily available. The installation is very straightforward – you just have to make sure you pick the right device name for you SCSI interface and that the CD is set to the right SCSI ID. This is where people can have problems, but you just have to check in the manual what the device name is for that particular interface.**

**If you are starting from scratch then I would recommend the Squirrel option. You get a proper SCSI interface, and the supplied software is setup to use a CD-ROM. If you purchase the CD-ROM with the Squirrel you have a ready-to-use solution. Just install the software, which is very straightforward, and away you go.**

**Currently, the only real bind with Amiga CD software is CD32 incompatibility. The Squirrel comes with CD32 emulation which is pretty good, but can still fail to run some CD32 games – however, all other Amiga CDs will work fine. Hopefully, game writers producing CD software will move towards writing generic Amiga CD titles that simply act like hard drive installed games, but working from the CD.**

# public sector

**Dave Cusick** braves the northern winter to bring to you the best in Amiga PD and shareware

If the cold weather is getting you down, then there is a solution. Get yourself a nice warm mug of tea, snuggle up in a comfortable chair, and take a look at some of these low-priced lovelies. Who needs January sales? PD and shareware releases are affordable the whole year round...

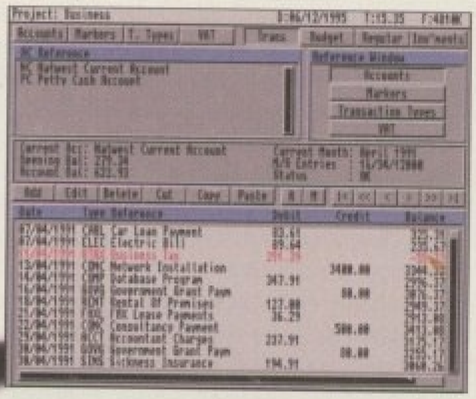
## ULTRA ACCOUNTS/FINANCIAL ACCOUNTS

**Programmed by:**
**Richard Smedley/Mark Simonetti**
Available from: 17 Bit Software
Disk No: 3929

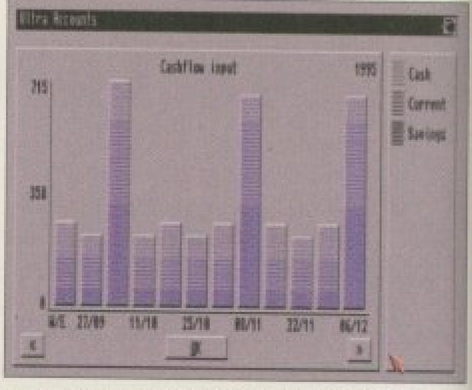
It's all very well deciding you want to organise your accounts more effectively using your Amiga, but take a look at the software that's available and you may be put off. It's not that it's not up to the job; more that you're not up to deciphering it. A good old pen and paper are far simpler...

On this disk are two excellent little programs. The first, Ultra Accounts 2.0, is joyfully easy to get up and running, and helpful documentation speeds up the process still further. The screen is uncluttered and the intuition-style interface means you'll feel at home right away. Setting up your accounts is relatively painless and then it's simply a matter of sorting out standing orders and timed events. Then you're ready to start entering day-to-day transactions. The program also features graphical analyses of transactions (either on one day, in a week, or over a month), lets you enter reminders, and keeps a log file in case you accidentally alter something and need to backtrack at a later date.

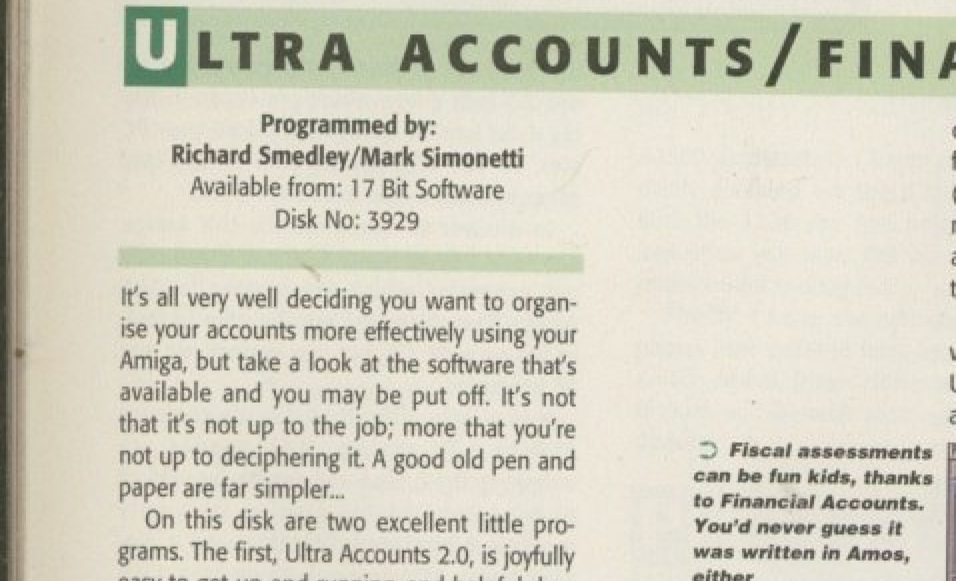
Also included is Financial Accounts 1.4, which offers pretty much everything that Ultra Accounts does, with added extras such as VAT statements and an investments portfolio. This, too, is a very capable program, so the choice between Ultra and Financial is largely a matter of personal preference. They're both shareware, and each costs a tenner to register. As usual, registration entitles you to future updates and helps persuade the author to continue to develop his or her product.



*Fiscal assessments can be fun kids, thanks to Financial Accounts. You'd never guess it was written in Amos, either*



*Keep track of your other half's money, or something. It's the stunning Ultra Accounts*



*Empire's excellent commercial offering Coala makes use of Navigator to good effect*

## NAVIGATOR

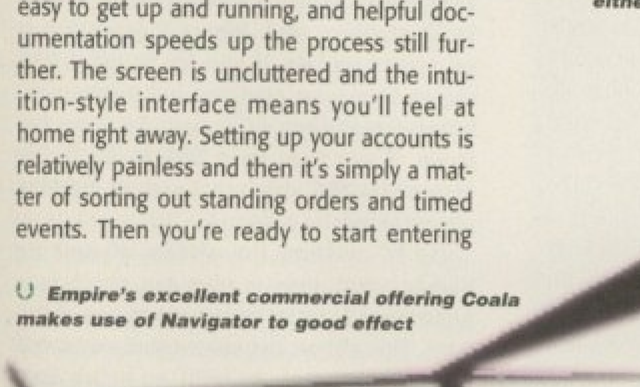
**Produced by: Michiel den Outer**
Available from: 17 Bit Software
Disk No: 3927 A/B

Navigator is a superb virtual reality design tool which is ideal for all manner of applications ranging from games to complex design work, where architectural plans can be 'brought to life' within a computer. It works in real time, allowing total interactivity and allowing the user to examine objects from every angle.

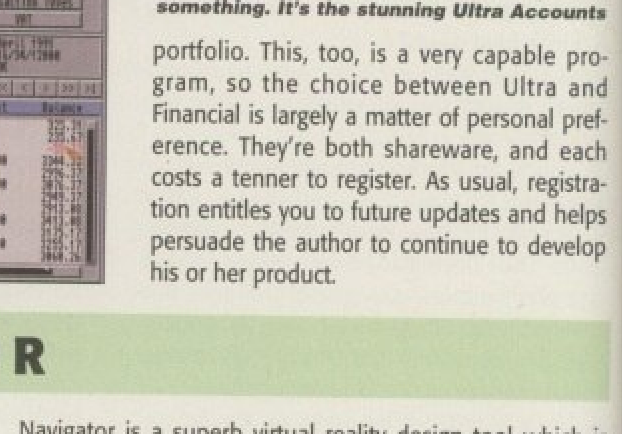
The first of the two disks contains a fast and effective viewing program, some rather brief documentation, and numerous examples of what can be achieved. The second disk features Navigator Titler, an excellent utility for designing flashy effects for use in videos and presentations. There's also NWipe, which allows texture mapping onto 3D objects, and can produce some really impressive effects.

To really get the most out of the programs, a fast Amiga is required. On my A1200, running at around five times the speed of a standard A500, things can be pretty jerky. This is especially true if you decide to use Hi-res, interlaced screens, or fancy texture mapping. Unfortunately, the programs use integer maths so owners of FPUs won't be at any advantage – a nippy processor and lots of FastRAM are the only solution.

Navigator is shareware, but at only a tenner a time it's well worth the money considering everything it is capable of. It has something to offer everyone, and can be put to all sorts of uses, from business to video work and even game design. Highly recommended.



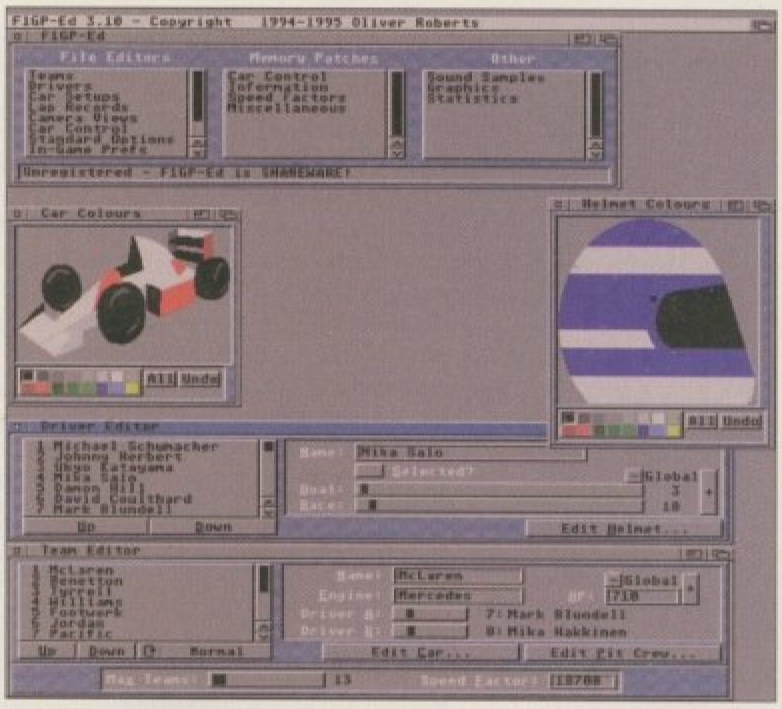

*Watch your titles explode, one of many impressive effects Navigator Titler has to offer*



*Design your own tedious suburb with Navigator*

# F1GP-ED v3

**Produced by: Oliver Roberts**
Available from: Aminet



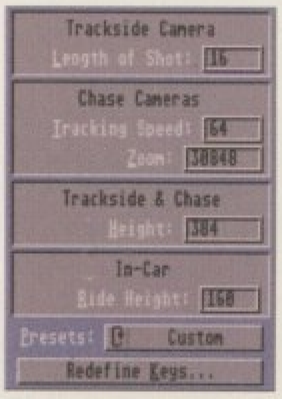

*Edit practically every aspect of classic racer F1GP*

Geoff Crammond's Formula One Grand Prix is quite probably the greatest computer game ever (although admittedly Sensible World Of Soccer comes quite close). The problem is that Microprose have not seen fit to update it in any way whatsoever since its original release in 1991, with the consequence that the data contained in the game is now rather out of date.

To address this problem, and to provide numerous gameplay improvements, Oliver Roberts wrote F1GP-Ed, an early version of which made its way onto an *Amiga Computing* coverdisk some time ago. It enabled the editing of team and driver names, car colour schemes and suchlike, and allowed less patient drivers to cheat by employing the driver aids even on the higher skill levels.

F1GP-Ed has since developed at a phenomenal pace. Version 3 enhances the game in numerous ways. It's now possible to edit, amongst other things, car set-ups and camera views, the lap records, and the frame rate of the display (producing smoother graphics on faster machines). There are also plenty of fancy additions: there's an optional pit-lane speed limit for added realism, plus the facility to upgrade computer car performance on various circuits, and a handy cheat whereby your car's position can be snapshotted at any point and then recalled. The latter function is extremely useful for practising tricky corners. It's also now possible to display plenty of useful information during races, such as the time difference between your car and the cars in front and behind when you cross the start/finish line. You can even change the sound effects and graphics should you feel the urge.

F1GP-Ed is shareware, with registration costing £6. Considering the hours of extra interest it can add to an already classic game, this is an absolutely essential purchase.




*Even the trackside camera positions can be adjusted*

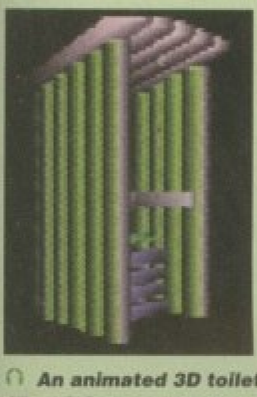
# TEAR DOWN THE WALL

**Produced by: Union**
Available from: 17 Bit Software
Disk No: 3907

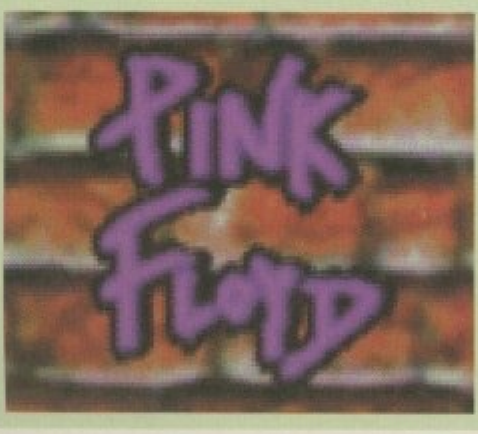
Pink Floyd's Another Brick In The Wall receives the demo treatment, with a rather scratchy sample of the song being accompanied by plenty of fairly fuzzy graphics. Don't expect Gilmour and co to perform at CD quality; knackered 70's tape-deck quality is closer to the mark. However, some quite impressive data compression has obviously gone on to squeeze this whole production onto one floppy disk, so the low sample quality is excusable. (It also probably helps avoids copyright problems...)

The visuals, if a little less than impressive in definition, are at least a little more imaginative and impressive than might be expected. They're not stunning by any stretch of the imagination, but they're passable.

Suddenly, however, Another Brick In The Wall finishes and we're catapulted into a rather average, highly predictable demo featuring texture-mapped donuts and cheesy tracker music. This bizarre turn of events is a little disappointing but unfortunately not entirely unexpected; perhaps a sad indictment of Amiga demos in 1995. There are few surprises left these days, and demo programmers don't seem to be going out of their way to hit us with them. Still, at least Tear Down The Wall includes some music that's not straight out of the Euro-cheese dance stable.



*An animated 3D toilet. It's original, I suppose...*




*The Amiga as a means of political propaganda, perhaps? Or just the work of some bored programmer without a CD player?*

# GLORY BOX

**I want to hear from you if you have any program, whatever its purpose, which you consider worthy of review. Whether it will be freely distributable public domain, shareware or licenceware, if you feel it's of sufficient quality to merit coverage then stick it in a jiffy bag or padded envelope and send it in with all haste. Although Public Sector receives too many submissions to cover them all, I promise I'll at least look at your work – even if it's yet another Lottery program or Klondike cardset. It does make my job a lot easier though if disks are clearly labelled. Please also include a cover letter detailing the disk contents and price, and giving some basic instructions. The magic address is:**

***Dave Cusick, PD submissions***
***Amiga Computing, Media House,***
***Adlington Park Macclesfield***
***SK10 4NP***

# GREETINGS: A GALLERY II

**Produced by: Jason Jordache**
Available from: 17 Bit Software
Disk No: 3921

This is a collection of Jpeg images designed for greetings cards. The highly stylised artwork is colourful and attractive and the quality throughout is excellent.

Some of the designs have vaguely fantastical themes, whilst there is also a cute cow and plenty of abstract images. There are a couple that you perhaps wouldn't send to kiddies.

Maybe not the most useful disk in the world, but an effective way of showcasing this artist's talents.



*What a charming birthday surprise*




*A novelty greetings card design from Jason Jordache*

## CLI ZONE #1

**Produced by: Professional PD**
Available from: Professional PD

Another compilation of handy little utilities, in the mould of the Vark disks. Most are accompanied by ReadMe files, and those which aren't are, for the most part, relatively easy to get to grips with.

There are plenty of useful inclusions: there's Cachefont, which creates a file listing everything in your Fonts drawer, allowing programs to scan its contents far more quickly; ClickNot, which stops the floppy drive from making that irritating clicking noise when there's no disk inserted; and CPalette, which brings up a palette requester on any screen.

DoubleX forces mode promotion on AGA machines, even on programs which normally refuse to be affected. Embedder is a superb AGA downgrading utility that runs as an AppIcon, so AGA-unfriendly programs can simply be dropped onto its icon and run instantly. Fakemem is for A1200 owners, and converts all but 512k of RAM into FastRAM, and apparently this makes it possible to run certain applications such as Caligari, which otherwise would refuse to run.

GIFlist displays useful information about GIF



*CLI Zone: incredibly useful but not really likely to provide exciting grabs*

files and can add little notes for future reference. IdleLED turns the power light into a CPU load indicator, so that it's possible to tell when your machine is working hard. Nuke is a 'secure' deletion program – it physically removes a program rather than simply telling the machine to forget about its existence. This means the file cannot later be undeleted by some curious individual.

SystemSpeed, unsurprisingly, can tell you how swift your machine is, whilst Stonecracker is a crunching utility in the Powerpacker mould which squishes programs down whilst leaving them fully executable. Snoopdos, although included in v1.5 as opposed to the vastly superior v3, should be on everyone's hard drive. It's excellent for finding out exactly why a stubborn program is refusing to work correctly.

There are many more too, although in some cases it may take a bit of work figuring out how the authors have compressed the documentation – PPmore won't recognise several ReadMe files. The chances are that long time owners will already own a fair few of these utilities, but with so many to choose from, it's a fair bet that everyone will find at least a couple of new gems.

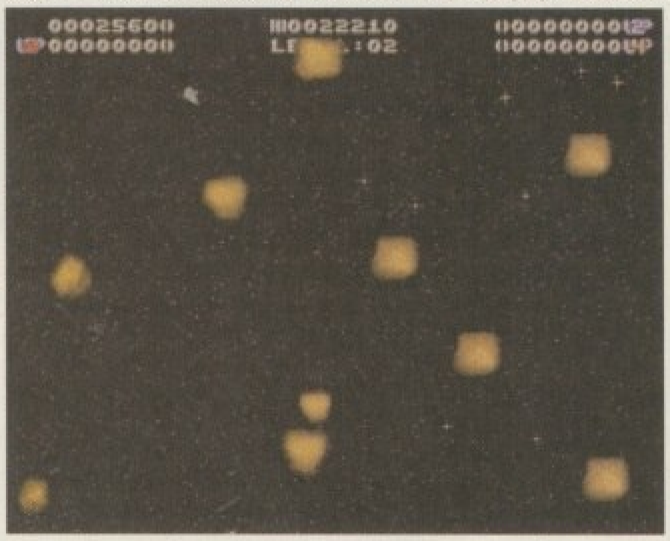
## POWEROIDS

**Produced by: Matthias Bock**
Available from: 17 Bit Software
Disk No: 3920

Asteroids is the sort of classic that has spawned many imitations, probably the most famous of which is Bloodhouse's Super Stardust which boasted stunning graphics and a difficulty factor which made the legendary hard Rick Dangerous games seem like a doddle.

Poweroids doesn't offer the same drop-dead gorgeous graphics – in fact, the visuals are somewhat disappointing. However, there is the added bonus of multi-player blasting action, because up to four players can participate simultaneously with a four-player adapter. If you don't own one of those little gizmos, it's at least possible to enlist the help of one chum to help destroy wave after wave of asteroids. There's also an excellent battle mode where players try to blast the living daylights out of one another.

Unfortunately though, you'll only get the chance to blast a couple of screenfuls of asteroids into oblivion with this particular version, because Poweroids is shareware. The full version, with scores more levels, costs 20DM. Somewhat strangely, Poweroids requires a 68020 and 1 meg of chip RAM, but it does multitask happily (so don't get worried if the starfield starts to fade, it's just MCP's screen saver kicking in).



*Poweroids allows you to blast a friend into submission, or if you haven't got any friends, you can at least blow up some rocks*

## HAUNTED BY YOU

**Produced by: Professional PD**
Available from: Professional PD

Ali Prior has struck again. The latest in his long line of gambling prediction titles is Pro-Greyhounds. This arrived in the office in a sizeable box, accompanied by a bottle of 'Man's Best Friend', an allegedly alcoholic product which in fact turned out to be a bottle of Fruits Unlimited. The program itself features the same friendly interface as its predecessors, and whilst I won't claim to have any idea as to its effectiveness, it does have all the hallmarks of a quality product.

## AMOS AGA EXTENSION



**Programmed by: Michael Prince**
Available from: F1 Licenceware
Disk No: F1-113

*It's finally possible to display attractive AGA pictures in Amos*

Let's see, the Amiga A1200 has been around for, what, three years now? And Amos, infamous for refusing to run on any new machine until a patch is released for it, has never been upgraded to take advantage of the AGA chipset. Until now, that is. Formerly available for £10 from the now deceased AmigaNuts PD, this extension can now be obtained for £3.99, and whilst it's still far from completion, it does finally offer keen Amos programmers some AGA effects.

AGA screens can now be opened, the full range of colours is now available, and a host of enhanced versions of standard Amos commands are included. There are plenty of demonstration programs too, so getting used to the new (and well documented) commands shouldn't be too much of a chore.

Fully compatible with both 'Classic' Amos and Amos Pro, this has been eagerly anticipated by many for a very long time.

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* Force 242 Music * Newtek Demo Real
* Robbed Beats [RSI] * Probe Animation
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* Star Trek Animation * Sword of Sodan
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* Deadly Jammin II * Plasma Force Acid
* It Came from Desert * Fiendish Freddys
* Kylie Minogue * Horror Show Anims
* Freddy Krugar Sample * Baldance Sounds
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* Dragons Lair II Anims * Dual Crew
* Sonix Extravaganza * X-Copy [Silents]
* Frantic Freddy * Fraxion Horror
* Metal Hangover * Vocal Attack II
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* Evil Dead II * PMC Fractal Anims
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* Space Shutt Anims * Christmas Music
* Huey Animation * Total Recall
* Total Retral * Total Recount
* Total Respray * Heytris
* Total Rebate * Station at Khern
* Vic Slideshow * Club Mix II
* The C64 Picture Show * House Samples II
* Club Mix (Beatmaster) * 808 State Remixes
* House Samples I * Magnetik Beats III
* House Samples III * Banging Raves (1st)
* The Badance Remix * 1990 Best Demos!
* All New Star Trek * Thanet Soundtracker
* D-Mob Music 4 * Asteroids Animation
* Basketball Animation
* Chip Music Festival.

***A sample of what's on Hottest 2***

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* Fantasy Space II * U.S.A. VS IRAQ
* Lost In Space (2MB) * Juggler II Anim 2Mb
* Agatron Animations * At The Movies (2MB)
* Walker Demo (2MB) * The Wall [Kefrens]
* Total Recall * Nightmare Slideshow
* Show Brothers * Star Trek [T.N.G]
* Spherical Dreams * Musical Massacre
* 900 Mix [Oxygen] * Unlimited Bobs
* Voices of Energy * Sweet [Crusaders]
* Ultimate Star Trek * Mechlight
* Star Trekkin * Coyote Strikes Back
* Walker Demo II * Hot Wired Crusaders
* Mars Animation * 2nd [Scoopex]
* Best of Rat Vol.1 * Vocal Attack II
* Red Dwarf Slides * Silents Blues House
* Star Trek American * Spaced Out Vol.1
* Play With Madness * Enigma Phenomena
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* Crusaders Sheet * 3 Player Tetris
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***A sample of what's on Hottest 3***

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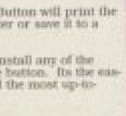
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* Greatest & latest Utilities from October '91 to December '95: Utilities, and loads more (see above).

Enhance your Amiga with powerful applications carefully sorted through-out our many years.

Our Menu system will help install any of the utilities to any device/drive on your system. Will unlha/view any file.

**Supports** All Amiga computers 1.2 to 4.0 **Minimum Req** Amiga A500, CDROM Drive and 1Mb of memory. Recommended 2Mb A1200 for all utilities to work.

## F1-Licenceware

**CODE: CD233** **PRICE: £29.99**

*Sick of the run-of-the-mill old releases containing collections from pre-1995*



The ***F1-Licenceware*** CD contains the complete collection of F1 titles from 1 to 100.

Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. **There's something for everyone** on the CD - games, utilities, tools, professional clipart, music, beginners guides, educational programs and much more.

**Some superb material is contained within this CDROM:-**

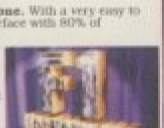
*** Blackboard v3.0** (image manipulation)
*** Ultimate Quiz 2** (general quiz), Word
*** Plus Pro** (originally valued at £15!)
*** Fortress** (strategy God game)
*** Relics of Deldroneye** (voted best PD game ever by Amiga Format)
*** ERIC** (voted second best PD game ever)
*** Powerbase** (database program)
*** GRAC** (superb Monkey Island' style adv game creator with 1000's of copies sold on floppy)
*** Introduction to Workbench** (Best Seller!)
*** Absolute Beginners Guide to AMOS**
*** Junior Artist** (kids paint package)
*** Tots Time** (one of many kids programs)

### Commercial Software

Use some of the professional music within your games, with no extra charges.

What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements.

**Something for everyone.** With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD.



Remember that the programs are commercial, with copyright owned by F1.

***All programmers receive a royalty for every CD sold.***

## ZOOM release 2

**CODE: CD234** **PRICE: £18.99**

*The latest PD and the Latest CDROM from Active software Comes release 2!*



**December 1995** - Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - Just point, read about the disk and click to extract (Extract to floppies or RAD:). Superb and very easy to use. The contents have also been updated so you get all the latest PD Untill early December 1995 and loads more not listed.

Comes with an on-line help routine, multi-tasking searching routine and hotkeys function.

If you want the latest or greatest PD Software then look here! The CD contains well over 1,100 disks, over 640Mb's of data or 1.3 GIG's of Public domain.

## New - Updated version

*New Search Routine*
The Multi-tasking search/find will seek file names or numbers.
*New 'Hot Keys' Function*
Just Press 'S' for search or 'E' for extract, press the HELP' key to read the help text.
*New Separate List Buttons*
Click a button for 'Utilities' or 'Demos' etc. etc
*Over 200 New Disks*
200 new disk since Zoom release number 1 on 1st of June 1995
*Restyled, Remastered*
New help and information guide, restyled artwork! Which is just Superb!.

* Greatest & latest PD from October '94 to December '95: Utilities, Games, demos, Slide shows, Educational, Disk magazines, & more!.

*NEW!* - A selection of Active software Pro Packs
*NEW!* - All professional sound samples
*NEW!* - Over 22Mb of read-to-view/use magic Workbench icons etc
*NEW!* - 100 Klondike/Card Games Deluxe sets

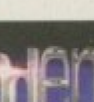
*** Available to existing ZOOM Owners for £6.99 - call**



## The AGA Experience

**CODE: CD210** **PRICE: £14.99**

*The Best Selection of AGA Software anywhere The AGA Experience*



NFA - Famous for their 'Word' diskmag, and Bodyshop slideshows amongst others, are very proud to present their first Amiga CD-ROM disc - The AGA Experience. This is the first CD dedicated to A1200/A4000 owners, and features the very best AGA-only software released over the past 3 years. Some of the main features are as follows:

***EXCLUSIVE NFA*** - These quality titles were created by leading Amiga group NFA specifically for this CD. These titles include AGA Slideshows, Klondike cardsets and others. The CD features every AGA NFA release to date, including the popular 'Bodyshop' series of slideshows, the Word disk mag, Out of Space' Alien multimedia disk mags. The entire collection of the popular 'Bodyshop' release! These are official AGA releases.

***READY-TO-RUN*** - Most of the contents run straight from the CD. There is no need to spend time extracting disks. Well over 300meg of ready-to-run hot utilities, disk mags, text files, demos, games and much more. Only those titles which NEED to be compressed have been, these include Demos and slideshows which have to be stored in DMS format. Extracting these is as simple as double-clicking an icon in Workbench. ***MAGIC WORKBENCH*** - Colour scheme and icons. We have spent months making this CD the very smartest looking CD available today. Almost every program has a suitable MagicWB icon. We have even created custom Ray Traced icons for the CD, any Amiga owner is guaranteed to be impressed!.

***80 NEW CARD-SETS*** - There is also a ready-to-run version of the brilliant Klondike card game, with 10 built-in cardsets. These include many quality cardsets we have created ourselves, and these are only available on this CD. Featuring ***EXCLUSIVE*** 'Bodyshop' cardsets!.

***LICENSED*** - Amiga Report Disk mags. The entire 1995 collection so far, ready-to-view. A great resource for any Amiga owner. VERY BEST - Emulator's: Run PC, Apple Mac, Spectrum and C64 software.

***LOADS*** - of MagicWB icons, backdrops etc. All you need to add a professional appearance to your Workbench.

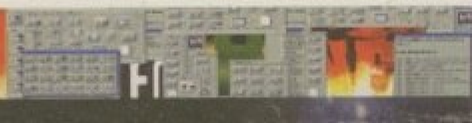
***HUNDREDS*** - of programs never before seen on CD. Mostly downloaded from BBS's around the World, and straight from the Internet.

***ALL AGA*** - Amiga Doom clones. If you thought Doom was impossible on the Amiga, take a look at this CD for a real surprise!.

***BRILLIANT*** - Amiga-created images. We have created loads of very impressive AGA pictures for this CD. These pictures are on no other CD, and show what the Amiga is really capable of!.

***LATEST AGA*** - Mega-demos. If you like being impressed by your Amiga, you'll find a great selection of demos on offer. There are many which are so new, that you won't have even heard of before - let alone seen!.

***HIGH-QUALITY*** - Artwork and packaging. You'll be more than impressed with the quality of the Amiga-created artwork and packaging!.



## Prof Fonts & Clipart

**CODE: CD028** **PRICE: £9.99**

*You're sure to find fonts and clip art you'll use.*



Add power and elegance to any letter, document, or design with the ***Professional Fonts and Clipart*** CDROM. This disc gives you Adobe Type 1 Fonts, IFF, Computer-graphic fonts, Pro Draw fonts, Type type & 5,000 clipart files in mixed formats.

**What do you get:-**
*** Adobe Type 1 Fonts** - 4,000 different fonts for use with Adobe compatible DTP programs.
*** True Type Fonts** - More than 1,500 fonts you need to design documents that get noticed.
*** IFF Fonts** - Colour fonts, Black and White fonts, Font brushes, IFF Previews & Pic Fonts.
*** Fletcher Fonts** - All our famous 16 colour fonts for use with DPaint & Video productions.
*** D.T.P** - Pagestream, Page Setter 2 & ProDraw all all supported on this disc.
*** PDSFonts** - 33 Disk packs, various formats.
***Professional clip art textures with*** thousands of excellent looking clipart images.

## SEXY SENSATIONS

**CODE: CD230** **PRICE: £19.99**

*Explore the vast secret images of Sexy Sensations!*



The pictures have been selected as Dove text. No BBS Dove text, No Large borders taking up disc space. ***Only contains the Hottest Pictures in GIF format.***

The 2,000+ images will dazzle you. We've included only the very best pictures. This CD comes complete with an excellent menu system which allows you to view the images quickly. The **Superior** collection of photos taken by professional photographers. We have even had colour corrected to assure quality.

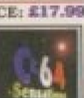
This CDROM contains ***Adult material*** and is not for the faint hearted. New member only. If this material offends you in any way please do no purchase the disc. Proof of age ***(18+ only)*** needed when buying this CD. No proof, no CD

***We do not condone or supply hard core material.***

## C64 SENSATIONS

**CODE: CD181** **PRICE: £17.99**

*Remember the good Days*



***Contains all the Software that we have collected during our great times on the C64. Dating from 1984 up to the present day.***

Surprising as it may seem to a lot of people there is still a lively C64 scene today. Although very different from a few years ago there are still a lot of people still heavily into the 64. And the rest of you, like us, have a lot of great memories.

That is one of the reasons why we compiled this CD. So anytime we want to reminisce the old days you can just pull out the CD, plug it in & Everything is brought back.

**We guarantee you!** that you will not have seen many of these amazing Mega demos as a high amount have not been releases before.

Our C64 experts have spent months of fruitful work preparing this disc, converting files from 5 1/4 inch floppy disks. Searching through the internet sites, talking to programmers etc.

**Amiga** - Contains Amiga tools to be used for copying & converting the .D64 images back to your 1541 or into your Amiga. Also included is the FULL version of A64 Emulator Package.

**Demos** - This directory contains our entire C64 Demos collection. They date back from around 1986 until April of 1995. There are literally thousands of demos and magazines. Oh the fun I had looking over my old demos and reading charts in 5 year old magazines. The collection is as complete as it could be for someone mail trading for years.

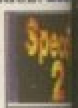
**MS-Dos** - Contains various IBM tools to be used with the image files. The IBM Tools section is considerably larger than the Amiga Dir. In here you can find a tool to do virtually everything you have ever dreamed of to a .D64 file. Also included are the latest Shareware and Upgrade copies of C64S and PC64, the two most common PC C64 Emulator's.

**Sid Tunes** - In here you will find hundreds of Sid Player tunes. All the tunes are in Amiga Playsid format BUT have all been renamed with PC SidPlayer file extensions so they are runable on a PC as well. They are also runable through PlaySid. The latest versions of which is also on the disc are provided in the relevant Tools directories.

## SPECCY SENSATIONS 2

**CODE: CD180** **PRICE: £1[illegible]**

*UPDATED VERSION*



***Contains all the contents of Speccy Sensations and about 300Mb more (Over 5,000 Games including on the CDROM).***

Its truly a multiplatform CDROM with Emulator's for various computer types such as The Amiga, Atari ST, Mac and PC. Contains some exclusive products which ONLY appear on this CD and have never been released before.

You get loads of Spectrum Techinal FAQs, Games lists, The modified spectrum ROM, Modified interface 1 ROM, other Modified ROMs, Wallpaper pictures for windows (.BMP) and Amiga Workbench (.IFF), Various pictures in .JPG & .GIF formats of :Tape inlays, Spectrum computers, Game level maps.

***Have hours of fun*** with the best loved computer from yester-years, be prepaired to spend weeks looking through all the games, utilities, information, maps, and pictures of this classic computer. The perfect choice for anyone interested in the spectrum computer and if you want to convert your own games from tape then this disc will tell you how.

**With the Speccy 2 disc you'll get:-**
*** Documents** - Instructions, Manuals, Misc, QL FaQ's, Spectrum FaQ's, Techinal details.
*** Games A to Z** - Over 5,000 of them.
*** Wall Paper** for windows and Amiga Workbench 1.2 to 4.1.

**Programs provided for use with:**
IBM PC Computers, Amiga, Archimedies, Atari computers, Generic, Mac's, Spec, and others.

**ROMS:**
* Contains all the Spectrum ROM needed for all the emulator's to work direct from the CDROM or your hard drives.






## THE COLOUR LIBRARY

**CODE: CD182** **PRICE: £9.99**

*The image you need right now over 1,700 photos!*

Contains only latest Graphical public domain from all over the world, also contain clip art and stunning coloured images, perfectly scanned pictures

The ***superior images*** are divided up into various categories to aid selection.

The files may be ***"importable"*** into most of the popular desktop publishers, art packages, viewers & word processors directly from the CD.

We have included several useful utilities to enhance the performance of this disc. First is **'Filly GIF'**. This allows you to view any of the images on this disc, prior to use. Second is ***'Photovision'*** which is a full featured image manipulation and viewing tool from Software Vision Corporation. Another program which is also a firm favourite is Envision Publisher which is a top quality desktop publisher, there are of course loads more of the most popular shareware titles on this disc and all come with full instructions there for use.

***What Categories do you get:-***

* Animals * Bikes
* Birds * Boats
* Buildings * Cars
* Cartoons * Cats
* Computers * Dinosaur's
* Dogs * Fantasy
* Fish * Flags
* Flowers * Food
* Helicopters * Houses
* Insects * Maps
* Medical * Men
* Military * Misc
* Models * Painting
* Places * Planes
* Raytrace
* Sci-Fi
* Ships
* Smartart
* Space
* Sports
* Star Trek
* Swimsuits
* Things
* Trains
* War

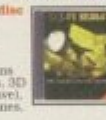
Also contains our menu system for easy use.



## SCI-FI SENSATIONS

**CODE: CD207** **PRICE: £18.99**

is an exciting new **Double disc CDROM** containing over 1000Mb of Science fiction related software.



**The Sci-Fi CDROM** contains Images, Music, Animations, 3D objects (Imagine & Lightwave), Sound FX, Documents, Texts, Information and Games.

**Catagies include:**
* Babylon 5, * Thunder Birds,
* Star Trek * Next Generation
* Deep Space 9 * Voyager
* Batman, * Dr Who * Robocop
* Bladerunner
* Aliens, 2001 * Battlestar Galactica
* Tron * Total Recall etc.

**All ready to run direct from the CD**
There are other interesting software catagies like Images, Games, Clipart, SCI-FI Fonts, Information, WallPaper, Stories, Music, Samples, 3D Objects, Game Graphics, Tools, and Animations in FLI, FLC, ANIM, Movies, AVI, Mov and MPEG formats.

## THE SOUND LIBRARY

**CODE: CD101** **PRICE: £19.99**

*Over 1,000Mb of the best quality Sound Files.*



Its a ***Double Disc Set*** with the most comprehensive collection of sound related software to date.

**What you do get:-**
*** MIDI** - files various formats.
*** Over 6,500** Music Modules.
*** Over 1,000** Music VOC Files.
*** Over 1,000** Music WAV Files.
*** Over 1,000** Music Samples.
*** Ready to Run** - 100's of Music related software packages, Editors, Mixing, Converter's, Sequencer's, Drivers, Players, Trackers, etc.
***Amiga*** - Get the latest shareware & PD versions of Sound Tracker, Pro Tracker, MED, Noise Tracker, EdPlayer, Rippers, Samplers, Sound Effects Pro Wizard converter's & more.
***PC*** - Latest Whoop-it for windows, Drum Blaster, Trtx sequencer, Blaster Master, Windows sound utilities, Trak Blaster, Accu Music system, Multi Media Jukebox, Cinema, MOD4Win, Music Sculptor, Surfi UP, PC Drummer, and much, more.

## GRAPHIC SENSATIONS

**CODE: CD105** **PRICE: £19.99**

This CDROM contains a huge selection of ***The Best!*** graphic related programs available.



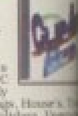
We packed this disc with virtually all available shareware Graphical and 3d software for DOS, Windows & the Amiga.

**What you do get:-**
*** Animations** in Anim, AVI and FLI formats.
*** Pictures** in GIF format.
*** Imagine & Lighwave Objects** - Aviation, Building, Computers, Earth, Food, Gears, House hold items, Land, Logo's, Misc, Music, Organic, Outfits, Ships, Space, Sports, Text, Toys, Tree_Kit, Vehicles, Video and Weapons.
*** Fonts** - for Imagine & Lightwave users.
*** PSFONTS** - For Imagine & Lightwave (Over 240)
*** Imagine Attributes** - Air, Angular, Brick, Checks, Combo, Disturb, Dot, Grid, Environment, Filter, Glass, Leather, LitMagic & Undersea
*** Textures** in IFF format in various catagies like Marble, Metal, Misc, Organic, Stone, Wood, Rock and Water.
*** Viewers** for Amiga, PC (Dos & Windows).

## Pro Clipart Volume 2

**CODE: CD053** **PRICE: £1[illegible]**

*Come with a 250 Page Book*



is crammed full of clipart. Every one from Animals to adults will simply love all the pictures.

**All pics** come in dual format **IFF** and **PCX** to cover both PC & Amiga. Headings like Teddy Bears, Birds, People, Weddings, Horse's, Humours, Family, School, Holidays, Vikings, Japanese Folklore, SmartArt, US Navy, C[...], Cats & Dogs, hand painted scenes, Feast of F[...], Flowers, Fanfares, Monthly Banners, Animals, Famines, Aquarium of Fish, Fa[...], Faces, Maps, Men, Christmas, Medical & Surgical, Soldiers & Weapons, Dinosaur's, Borders, Monsters, Cars, etc.

Then as most CDROM's we have excluded any object headed directories such as Animals, Wildlife, cultural images, floral and natural images, holiday images, literary figures, mythological images, scenery, transportation, and world images. The disc contains drawings of Animals, cats, dinosaur's, dogs, insects, horses, C[...], images from Egypt, Japan, Native Amer[...], Polynesia, Persia and also included on the disc, Floral & natural, blossoms, planets, sky, [...], sun, trees, weather.

**AMIGA**

***Converter's*** - Image Studio, Rend24, Wasp, Piccon, FBM-Plus, etc.
***Magic Workbench*** - Contains backgrounds, Diskicons, Disk Tools, Dock icons, MWB/DOOM, Fonts, GoldEd, HangOn, ImageDrawers, Magic CX, Magic backgrounds, Magic CD, Magic Dockicons, Magic [...], Magic Icons 1-2, Magic WB, Mirror Magic, Modules, Rom Icons, Server, Tau Icons, Templates, Update Files, and loads more.
***Utilities***
***Pagestream*** - Contains all the latest Update patches along with printer Updates, CD F[...] Engine, Editor & Print Spoolers.
***Presentation*** - Navigator is a virtual reality animation system and will allow you to walk, drive and fly around in a 3d dimensional [...] and world in realtime.
***Viewers*** - ViewTek, Super View, GIFBo, FastJPEG, DView, BigAnim, Detex, Movie, PPShow and many others.
***WallPaper*** - BWB WBP, BoFkil, Plain, WallPaper, WBP, WBP v2.0, and Zip Draw which is an excellent collection of seamless textures for Workbench.

**PC (Dos and Windows)**

***Converter's*** - Tico View is a 24 Bit PCX graphical viewing program for VGA and SVGA which import various formats and convert them to almost any other file format like BMP, GIF, IMG, MAC, PIC, TGA and TIF. Also gives processing & screen grabbing for DOS. ***Icons*** - Contains loads of over 2000 files each icons for your Windows. Will enhance any windows from the normal dull system setup to an exciting multi colour display.
***POV*** - Contains all the latest Updates including 70 new ZIP files all related to the Ray tracing program called POV-RAY.
***Presentation*** - Contains Artshow, Brochure, CPMagic1 & 2, POPChart, QShow, Resume, SFlow, SGM, Slides, SSVWR4, TakeOne, Show and ZGraf for Windows.
***Graphical (DOS/WIN)*** - Contains the latest viewers like Colour View, Draft Choice, Fax Art, Graphic Workshop, ESP's Holiday Clip Art, HomeFiles, Fractals in motion, IFrace, KrisCards, MixedWin icons, Julia Set Generator, Microscope, NeoPaint, realize, Slideshow Animator, Trade Show, and VPD [...], motion video converter that converts AVI and MPG, and another 30+ programs for windows. (Too many to list).
***WallPaper*** - Contains over 15Mb of wallpaper related to Wallpaper for windows. Which has over 100 ZIP files there's loads of different drops to look through.

## Turbocalc v2.1
**CODE: CD218** **PRICE: £9.99**

*...e unique software solu... that defines a new standard.*

...is nearly unlimited ...lities in all relevant cate... **Turbo Calc v2.1** ...

**Design** - Extensive formatting options, all sup... font formats allowed, no colour restric... various cell frames etc.
**Functions** - More that 100 functions covering ...ematical and financial needs.
**Diagrams** - All common chart types supported, ...and header, legend and axis labell-ing, ...as IFF-file or graphic printout.
**Printout** - Out in built-in printer font (draft ...) or as freely scalable graphic (requires ...0 or higher)
**Technical Characteristics**
...are limited by available memory only, no ...ctions in sheet or windows quantity, ...of foreign formats supported (eg MS Excel), detailed amigaguide manual.

## Eric Schwartz Productions CD Archive
**CODE: CD229** **PRICE: £24.99**

*Eric Schwartz needs no introduction to any Amiga Animation fan!*

**November 1995**
As you may have already gleaned from the title, this is a CD-ROM of pretty much the complete collection of pictures, animations and related files by Eric W. Schwartz.

There are directories for animations, pictures, 3D object files, icon files, & more that hopefully will interest you. Also included is a special "Artists" section with material by other artists whom I've has come in contact with over the years. These artists you may have heard of, while others are new to this medium, but I'm sure you will enjoy all their work.
To get the best results in playing animations by Eric Schwartz:

* Make sure you read the text file associated with the animation, where available. It will give you information regarding the amount of RAM you will need as a minimum, as well as whether the animation works best on an AGA or non-AGA machine. I have very few animations that absolutely require an AGA machine, but a fair number of them do use the extra speed inherent to the AGA chipset to achieve a smoother playback.

* This CD-ROM is jam-packed with nifty sixteen colour icons. setup files transform your workbench into an Hi-Res Laced 16 colour one (assuming your hardware is capable of it).

**An Amiga Library Services CDROM By Eric Schwartz and Fred Fish.**

### Content

### Warning

**A NOTE ON THE CONTENT OF THIS CD-ROM.** Generally, the files on this CD-ROM (primarily animations and picture files) are OK for a fairly general audience. There are, however, some pictures and animated segments that contain material of a potentially offensive nature. To generalise, I would give this CD-ROM a basic motion picture rating equivalent of PG-13. My pictures and animations were never specifically intended for children, and I have no censors other than myself.

## Aminet Set 1
**CODE: CD112** **PRICE: £24.99**

*Quite simply the best CD compilation around "CU Amiga"*

**January 1995** - *Aminet Set 1* consisting of 4 CDs, The complete archive is published for the 1st time.

**What do you get:-**

| Dir | Size | Files | Contents |
|---|---|---|---|
| Disk A | | | |
| dev | 141Mb | 800 | Development. |
| util | 103Mb | 1,800 | Utilities. |
| Disk B | | | |
| gfx | 134Mb | 900 | Graphics. |
| pix | 337Mb | 1,100 | Pictures & anims. |
| text | 87Mb | 500 | Text Software. |
| docs | 39Mb | 400 | Documents. |
| Disk C | | | |
| demo | 336Mb | 900 | Demos. |
| game | 160Mb | 1,000 | Games. |
| comm | 86Mb | 1,100 | Communications. |
| hard | 6Mb | 100 | Hardware related. |
| Disk D | | | |
| biz | 63Mb | 300 | Business Software |
| disk | 12Mb | 200 | Disk HD tools. |
| misc | 109Mb | 500 | Miscellaneous. |
| mods | 358Mb | 2,700 | Music Modules. |
| mus | 29Mb | 200 | Music Software. |

## Aminet Set 2
**CODE: CD220** **PRICE: £24.99**

*fast access to the wealth of the Aminet!*

**November 1995** - *Aminet Set 2* consisting of Aminet 5, 6, 7 & 8 CDs. The second Set archive is published and has just been released November 95.

**What do you get:-**

| Dir | Size | Files | Contents |
|---|---|---|---|
| **Disk A - Tools** | | | |
| util | 120Mb | 1,000 | Utilities. |
| docs | 270Mb | 870 | Documents. |
| text | 40Mb | 210 | Text Software. |
| biz | 75Mb | 170 | Business Software |
| **Disk B - Graphics** | | | |
| pix | 630Mb | 2,000 | Pictures & anims. |
| gfx | 170Mb | 430 | Graphics. |
| misc | 150Mb | 270 | Miscellaneous. |
| **Disk C - Fun** | | | |
| demo | 630Mb | 2,000 | Demos. |
| game | 250Mb | 530 | Games. |
| dev | 110Mb | 340 | Development. |
| disk | 10Mb | 110 | Disk HD tools. |
| hard | 5Mb | 60 | Hardware related. |
| **Disk D - Mods** | | | |
| mods | 840Mb | 3,100 | Music Modules. |
| comm | 150Mb | 1,000 | Communications. |
| mus | 30Mb | 120 | Music Software. |

**Post to: (Aminet Subscriptions)**

***PDSoft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD. or Telephone 01702 466933 fax 617123***

* Subscription Service - which you can stop at any time by post, Telephone or Fax.

* ***Example*** for 3 discs starting with Aminet 9, that's Aminet 9, 10 & 11 for £10.99 each plus 75p postage & packing bring the total to £35.22

***Payment By Cheques or Postal Orders complete payment in advance only!***

| CD's | Per Cd | P&P | Total | Amt |
|---|---|---|---|---|
| ie 9 | £12.99 | .75p | £13.74 | 1 |
| 9 & 10 | £11.99 | £1.50 | £25.48 | 2 |
| 9 to 11 | £10.99 | £2.25 | £35.22 | 3 |
| 9 to 12 | £9.99£3.00 | £42.96 | | 4 |
| 9 to 13 | £8.99£3.75 | £48.70 | | 5 |

Payment By **Credit Card** or **Switch** will be charged at £11.99 and only charged for when posted, or pay in advanced to take the above special offers. [For credit card sales please ring the above phone number].

The Aminet discs are published every 2 months and there's ***Now over 1,200*** world wide subscribers and growing every day. It's the most popular Amiga CDROM series.

***Phone Now for more details or a catalog!.***

## C User's Group Library
**CODE: CD049** **PRICE: £19.99**

*...to 11 years of C ...r's Journal source code!*

The *C User's Group Library* CDROM gives you the entire C User Group Library through ...s 430, a collection of ...than a hundred Mb of ...supported C source code. ...of the source code is for MSDOS with sev... volume for UNIX.
**Source code** reuse is a key to software production. This disc provides you with thousands of ...that you can read, analyse, and incorporate ...your own programs.

**You'll find.**
...libraries, inc text display & editing ...programming routines. ...compilers, text formatters, BB's. ...inc Chess, Math Packages, Tutors. ...compilers, comms support, Linkers. ...windows molecular structure visualisation.

The C Users Group Library is an essential addition to your programming toolkit.

## ARCADE CLASSICS
**CODE: CD20?** **PRICE: £14.99**

*The original collection of Arcade Games.*

Arcade classics is an original collection all your old **classic favourites**. Including PC & Amiga variations of:

* Pacman * Asteroids
* Frogger * Pengo * Missile Comand
* Galaxians * Tempest * Tetris Games
* Battle Zone * Combat * Load Runner
* Thurst * Tron * Space Warz
* Q-Bert * Hunchback * Moon Patrol
* Trail Blazer * Breakout * Centrepede
* Cycles* Bezerk * Snake
* Scramble * Ping Pong * Breakout

* C64 Conversions * Space invaders
* ***Jeff Minter*** games and hundreds more more than 600Mb of unforgettable reto-gaming.

This CD will ***keep you busy for months.*** Floppy drive required, keyboard Keyboard recommended.

## Meeting Pearls 3
**CODE: CD224** **PRICE: £8.99**

*Germany's most popular Amiga CDROM has grown by a new addition!*

Meeting Pearls III build on the enormous success of Meeting Pearls II by provided even more usable access tools which have been significantly expanded and improved from the previous version. Operation is still child's play. FindPearls has been improved and extended and an AmigaGuide-style search interface has been added. As we weren't satisfied with just that, you can now use a program created for meeting Pearls, to search program instructions for a keyword quickly. These search facilities offer probably the most versatile yet provided on any Amiga CD-ROM.

**What do you get:-**
* ***Exclusively***, we have provided a special version of CD-Write, to allow virual writes to the CD-ROM. Thus, you can completely customise Meeting Pearls III to your needs. Special goodies amongst the hundreds of freeware, Shareware and Public Domain programs are PasTex v1.4 (previously unreleased on a CD-ROM and an updated MovieDataBase.

**What do you get:-650Mb**

| | |
|---|---|
| 10Mb | Packers, Crunchers and Archivers |
| 3Mb | CD-ROM Utilities |
| 21Mb | Communications & Networking |
| 5Mb | Debugging Tools |
| 29Mb | Development Tools |
| 13Mb | Floppy disk, Hard Disk, & SCSI utils |
| 8Mb | Educational Programs |
| 9Mb | Games |
| 35Mb | Graphic Programs |
| 39Mb | Internet Movie Database. **Updated** |
| 7Mb | Midi Tools and Programs |
| 27Mb | Music Modules |
| 12Mb | Music Programs and Software |
| 21Mb | Pictures |
| 13Mb | AmiTCP and more for Networking |
| 60Mb | Documention, CD-ROM Databases, etc |
| 96Mb | PasTeX v1.4 - ***Not previously released*** |
| 15Mb | Utilities |
| 30Mb | HTML-Pages. |

Collections of datatypes, benchmarks programs, icons, programs for amateur radio and electrical/electronic engineering are also included.

## da capo
**CODE: CD196** **PRICE: £27.99**

*Fred Fish takes Amiga Music for a swim.*

The **da capo** CDROM.

The Dacapo CDROM is a ...ure for high quality music, ...for your listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules, many of the modules are exclusive to da capo.

## Fresh Fonts II
**CODE: CD103** **PRICE: £19.99**

*...Mb of fonts with a nice ...ing book.*

...based in *Fred Fishes* font collection this cdrom come with a small book with the font families printed out.

## Gateway!
**CODE: CD165** **PRICE: £8.99**

*Gateway offers NetBSD 1.0 for the Amiga.*

The ***Gateway*** CDROM is the easy way to start a Unix project on the Amiga.

A **Full featured UNIX-Lite operating system** with both sources and binaries for the Amiga, i386, Sun 3 and offer architecture's.

**Go netsurfing** with a large selection of supplied networking tools.

Other supplied packages include a binary release of the **X windows system (X11R6)** for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs, a complete installation guide is available on the CD.

There are some AmigaDOS internet utilities, such as clients for **AmiTCP** and Envoy.

## Global Amiga Experience
**CODE: CD199** **PRICE: £24.99**

*Test the best Amiga Software with many full versions.*

Contain demoversions of commercially distributed software for the Amiga ***The Global Amiga Experience*** CDROM. The full Imagine program is a big plus. **AS57 92% Star buy.**

**What do you get:-**
* ***Some of the examples of demo versions*** - Caligari 24, XiPaint 3.1, PPaint 6.3, Image FX 2.0, Photogenics 1.2, Bars & Pipes 2.5, Interplay, Words Worth 3.1, Maxon Tools, MaxonCAD, PhotonCAD, PhotowarX, MaxonCinema4D 2, Adorage Sampilitude Pro, Turbo Calc 3.0, Cluster, CacheCDFS + CD32Emu, SBase4Pro, Datastore, Office Engine, A Cash Pro, Amiga Money, Turo Text 2.0, DMaxDOS2.5, InfoNEXUS 2.5, Diavolo Backup, Mortion & magic objects and many more from other fields e.g Graphic Music, Applications, Games etc.

***8 Full versions***
Scala 1.13, Imagine 2.0, VistaPro 1.0, Distant Suns 4.0, The Edge 1.721D, X-Copy, Clarissa 1.1, Steuerfuchs Pro '93.

Most of demos and all full version are directly runable from this CD, there is no installation necessary!

Installation of the demoversions to hard disk is possible with our problems, the overwhelming majority of the demos is included as compressed file too.

**"Its Great value for money" Amiga Shopper**

This CDROM contains 530Mb of demo and full versions of commercially distributed Amiga Software. Registration of the Full versions is available with special coupon included.

## Xi Paint v3.2
**CODE: CD231** **PRICE: £49.99**

*XiPaint is the leading edge, 24 bit paint program!*

It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint provides a professional paint program at an unbeatable price/performance ratio.

***XiPaint*** only requires Kickstart 2.0 or higher, 2Mb of RAM, Hard disk, additional memory and graphic card recommended.

**Overview of features:-**
* Diverse paint functions including colour, contrast and saturation adjustment.
* Mask, outline, recolour and fill functions.
* Airbrush with adjustable spray functions.
* Light-table function for manipulating manages and animations.
* Text functions with anti-aliasing using Compugraphic fonts.
* Support for a variety of graphic formats.
* Unlimited Undo.
* Diverse manipulation of alpha channel.
* Supports many graphic cards.
* Layers to combine different projects.
* Allexs port.
* Drag and Drop colours.
* External filter module.
* Extensive documents.
* 60 Textures
* 50 Landscapes.
* 30 other pictures and many fonts included.

## Aminet Series
**CODE: ???** **PRICE: £12.99**

*The Best Selection of AGA Software anywhere - The AGA Experience*

***Aminet 6 - CD175*** - June '95 with a focus on demos is still available in limited quantities.

***Aminet 7 - CD184*** - August '95 contains more then 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 6 more than 500Mb of new software has appeared. The current edition has a special focus on images. 10,000 images for DTP and multimedia were included.

***Aminet 8 - CD208*** - October 95, contains more thihan 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more that 500Mb of new software.

***Aminet 9 - CD???*** - December 1995, contains more thihan 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more that 500Mb of new software has appeared. The current edition has a special focus on modules. More than 1,00 were included. Many modules are of a very high-quality and feature 8 voices. The excellent user-interface has also experienced further improvements.

## Assassins Games 2
**CODE: CD211** **PRICE: £18.99**

*For the Ultimate Games Experience play with the Assassins!*

The **Assassins Games 2** CD comprises of hundreds of the best Public Domain and Shareware games for the CD32, CDTV, and Amiga range of computers.

All the games are accessed via the easy menu system. The Amiga guide document provided gives you easy access to the games instructions and its possible to play them direct from the ...

The Guide also provides compatibility note for certain games with your particular machine. Also included are over 70 workbench games ready to play from the workbench.

Sernet and Sernet are also provided to allow access to the full contents of this compact disc on any Amiga with CD32/CDTV.

## Network 2 Package
**CODE: CD235** **PRICE: £39.99**

*Get connected CD32 to Amiga.*

The ***Network Package*** & CDROM. **Wierd Science.**

*** Network CD 2 £14.99**
*** Sernet Cable £25.00**

* ***The Network 2 CD and Cable*** combination allows the connection of the ***Cd32 or CDTV*** (CDTV only to be purchased with Network CD Vol 1 please Ask) to any Amiga. This connection enables a communications channel between the two machines, thus allowing the transfer of files from one machine to the other. Put simply you can gain access to the CDROM drive on the CD32 and use any of the normal CDROM utilities contained within this advert.

***File Transfer*** If you have a directory Utilities such as Directory Opus, Sid or DirWork the access to any CDROM's files is simple. (DirWork [Shareware] is currently on the CD).

Postage & Packing by Recorded Delivery **£2.45**

## Meeting Pearls 2
**CODE: CD142** **PRICE: £8.99**

*You're sure to find software that can be used!*

There are many software packages on this CD-ROM that are defined to be sharware. All files can be easily copied to your hard drive. So installations and programs are exclusively on this CD-ROM.

**What do you get:-**

| | |
|---|---|
| 22Mb | Selected html-pages |
| 52Mb | Graphic programs and data |
| 13Mb | Games |
| 16Mb | From.. The Party '94" |
| 9Mb | Disk, hard disk, CD-ROM and SCSI |
| 8Mb | Educational programs |
| 18Mb | Terminal programs |
| 23Mb | DICE & Commodore includes |
| 12Mb | Midi programs & Music programs |
| 57Mb | Pictures and animations |
| 119Mb | Linux for Amiga & TeX-Installation |
| 31Mb | Archives for Psion |
| 41Mb | Modules and fractals |
| 46Mb | NetBSD for Amiga |

## Goldfish Volume 3
**CODE: CD227** **PRICE: £19.99**

*All material is unarched and Ready-to-Run.*

If you have used previous FreshFish and GoldFish CDs you will notice that there are major changes for this GoldFish release.

***First*** the user interface has improved substantially. Most icons now have Meta Tool as their default, which allows you to decide which tool you would like to use to view text files, AmigaGuide files, pictures, etc. You will have the opportunity to select these tools during the installation process.

***Second***, there is a new Installer script that takes care of the details of preparing your system to use the GoldFish CD. Simply run the Installer script and start exploring. The installation will make no permanent changes to your system without asking you to confirm them, even in novice mode.

***Third***, many more things are now accessible via AmigaGuide, making GoldFish much more user friendly. You can explore much of the CD, including reading documentation, running Install scripts, running programs, viewing pictures, running animations, searching for specific material, etc, without ever leaving AmigaGuide or touching a CLI window. There are other changes as well, but these are documented in the top level README guide file. You should now run the INSTALL script to start using GoldFish.

Since the INSTALL script will make no permanent changes to the system, it is safe to run it in novice mode if you wish.

***GoldFish Volume 3*** contains a selection of software, animations, pictures, and other material, released on Freshfish CDROMs between November 1994 and November 1995, with most of the material updated to the latest versions. All of the material is read-to-run directly from the CDROM.

The **GoldFish** CD-ROM series provides Amiga users with periodic releases of the best material from Fred Fish

## Gamers Delight 2
**CODE: CD228** **PRICE: £24.99**

*...me play with a whole new ...ld of excitement!*

The ***Gamers Delight 2*** CD contains 70 commercial games and more than 1,070 freely distributable games.

**This CD includes:-**
* 2 Players (5.58Mb)
* Board Games (18.5Mb)
* Demos (30.5Mb) * Gags (1.21Mb)
* Fun (4.44Mb) * Misc (43.5Mb)
* Patches (1.36Mb) * Run and Jump (5.53Mb)
* Shooting (16.9Mb) * Role Playing (1.8.6Mb)
* Thinking (25.2Mb) * Workbench (2.08Mb)
* ***Commercial Games*** - Contains even more ...full versions.
* All games come with full documents

## OctaMED v6.0
**CODE: CD237** **PRICE: £29.99**

*The official Octamed 6 CD has.*

**Contains the full commercial version of octamed 6, the latest version of this superb music utilities.**

In additional the full Walkabout Music' samples collection, (over 1,000.) have been included. To complete are 100's of meg of modules, samples and midi files, fully categorised and ready to run from the CD.

This is a unique opportunity to obtain the best Amiga Music package and as an added bonus we include the full manual all for only.

**Includes manual!.**

## Amiga Tools III
**CODE: CD225** **PRICE: £24.99**

*Get ready to run-a-away with this CDROM!*

The ***Amiga Tools 3*** CDROM is the third in Michael Haupt's Series and all the programs on the disc are directly executable as the first two discs. There's no need to decrunch or install any of these programs.

Now in English and Germany texts.

**This CD includes:-**

* Tools * Hardware Tools
* DTP Tools * Commodities
* Disk Tools * Music and Audiotools
* System Tools * Vector and colourfonts
* Crunch/Decrunch * Demoversion and
* Network Tools * Demos
* Virus Tools * Demoversion of MAXON
* Workbench Tools * Products
* Grafix Tools * MUI
* Raytracing Ojects * Pictures

* Large selection of EPS clipart all ready-to-use direct from the cdrom, no unarchiving req.

## Weird Science Animations Volume 1!
**CODE: CD098** **PRICE: £18.99**

*Watch some of the best Amiga animations directly from CD.*

Contains 100s of animations ready for viewing direct from CD. Formats support-ed IFF, Movie player, FLI, PLC & Deluxe Video. Viewers for the Amiga and PC. View on ECS and AGA Amiga. See how the experts use the best animation tools on both Amiga and PC.

## Weird Science Coloured Artwork Volume 1
**CODE: CD236** **PRICE: £8.99**

*All artwork has been computer drawn of generated.*

An entire CDROM of coloured generated art. Ideal as coloured clipart.

**New Title**

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| LSD Tools 3<br>CODE: CD213<br>PRICE: £17.99 | Freshfish X<br>CODE: CD219<br>PRICE: £17.99 | 17 Bit 5<br>CODE: CD212<br>PRICE: £18.99 | Fractal 2<br>CODE: CD209<br>PRICE: £19.99 | Adult 2<br>CODE: CD206<br>PRICE: £19.99 | Frozenfish<br>CODE: CD202<br>PRICE: £19.99 | da capo<br>CODE: CD196<br>PRICE: £27.99 | SuperAutos<br>CODE: CD192<br>PRICE: £4.99 | UPD Gold<br>CODE: CD168<br>PRICE: £24.99 | Groliers<br>CODE: CD163<br>PRICE: £24.99 | Terrasound<br>CODE: CD143<br>PRICE: £9.99 | Lightworks<br>CODE: CD141<br>PRICE: £24.99 |
| Textures<br>CODE: CD115<br>PRICE: £39.99 | Lightrom 2<br>CODE: CD114<br>PRICE: £39.99 | GIGA Grx<br>CODE: CD113<br>PRICE: £29.99 | Demomaina<br>CODE: CD111<br>PRICE: £9.99 | Gamers Del<br>CODE: CD110<br>PRICE: £9.99 | Galantic 2<br>CODE: CD109<br>PRICE: £9.99 | Beauty cha<br>CODE: CD108<br>PRICE: £12.99 | FreshFish 2<br>CODE: CD103<br>PRICE: £14.99 | W/S Anims<br>CODE: CD098<br>PRICE: £17.99 | Emerald Mi<br>CODE: CD078<br>PRICE: £12.99 | DT Video<br>CODE: CD077<br>PRICE: £13.99 | Adult Sensa<br>CODE: CD072<br>PRICE: £17.99 |
| Ultra Med 1<br>CODE: CD071<br>PRICE: £7.99 | Ultra Med 2<br>CODE: CD071<br>PRICE: £7.99 | Power Gam<br>CODE: CD070<br>PRICE: £9.99 | Illusions<br>CODE: CD067<br>PRICE: £5.99 | Town Tune<br>CODE: CD066<br>PRICE: £19.99 | Phase 4<br>CODE: CD065<br>PRICE: £7.99 | Aminet 4<br>CODE: CD064<br>PRICE: £4.99 | Visions<br>CODE: CD063<br>PRICE: £19.99 | LSD Tools<br>CODE: CD062<br>PRICE: £7.99 | Utilities 1<br>CODE: CD061<br>PRICE: £9.99 | Amok 2&3<br>CODE: CD059<br>PRICE: £17.99 | Gold Fish 2<br>CODE: CD058<br>PRICE: £24.99 |
| Lightrom<br>CODE: CD057<br>PRICE: £29.99 | C.U.Group<br>CODE: CD049<br>PRICE: £19.99 | Sound Terr<br>CODE: CD044<br>PRICE: £19.99 | W/S Fonts<br>CODE: CD043<br>PRICE: £7.99 | S/W Clipart<br>CODE: CD042<br>PRICE: £7.99 | Euroscene<br>CODE: CD039<br>PRICE: £9.99 | Multimed 2<br>CODE: CD038<br>PRICE: £17.99 | Assassins1<br>CODE: CD034<br>PRICE: £4.99 | Amos 2<br>CODE: CD033<br>PRICE: £19.99 | Lock-n-load<br>CODE: CD026<br>PRICE: £9.99 | Goldfish<br>CODE: CD010<br>PRICE: £24.99 | Demos 2<br>CODE: CD009<br>PRICE: £9.99 |

## GAMER'S DELIGHT 2




Gamer's Delight is another compilation CD courtesy of Schatzruhe, and basically it's based along the lines of the Assassins disk. This, too, is also the second in the series but there were certain flaws in the menu system then. With this CD being designed by a foreign company, the translation comes across differently.

For example, instead of platform games being referred to as 'platform games', they were referred to as 'jump and run', which in fairness is no real fault of their own, it just looks odd. The cursor to select options was a very faint colour, and straining your eyes to make out what you were going to select was imminent. Gamers Delight 2 has now made an appearance containing 1070 games from different categories. There are 70 commercial releases, so don't expect Public Domain, and an example from the 'Jump and Run' category would be 'Go Kevin Go' – sounds great. There are various other games called Gardener, Rollerball, Willi Wacker and Balls. I suppose that sums up the CD quite well.

### NO CONTEST

It may not be as polished as the Assassins series, but it's different. The games may be unheard of, and they may not be of outstanding quality, but that's certainly not what you expect for £26.95.

Although the Assassins compilation is the same price, it's double the quality. I don't think there's any doubt which one you should go for.

**Bottom line**

**PRODUCT DETAILS**

| | |
|---|---|
| Product: | Gamer's Delight 2 |
| Supplier: | G.T.I |
| Price: | £26.95 |
| Phone: | +49671 85937 |

**SCORES**

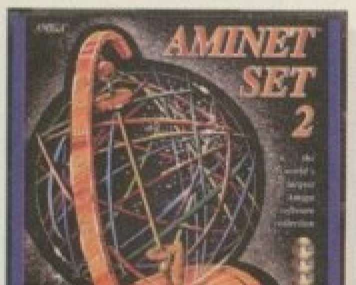
| | |
|---|---|
| Ease of use | 77% |
| Implementation | 81% |
| Value For Money | 81% |
| Overall | 80% |

# Laser guidance

From UFOs to networks this CD collection covers **essential** programs and graphics for your Amiga. **Andy Maddock** reviews



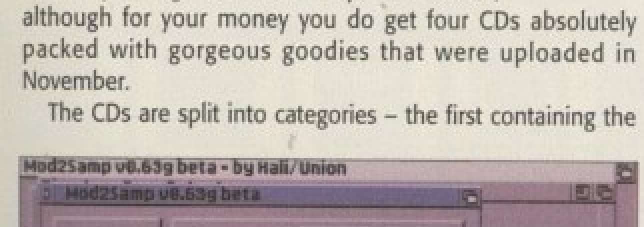
## AMINET SET 2




Everybody who's anybody will have seen, heard, or even used the Aminet series, either on the past CD-ROM series or via modem. All the time, people are uploading their software for use on Aminet's extremely impressive collection. Since its launch there have been nine CD-ROMs and these all contain the latest software for that time. Therefore, if you happened to own the entire lot, you would probably have the most comprehensive library of Amiga software to date.

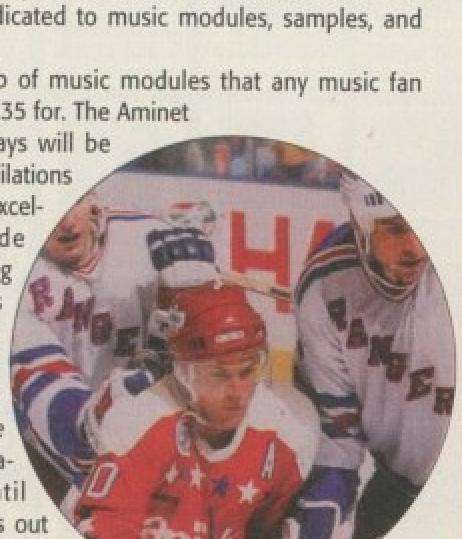
G.T.I. are back to distribute the famous Aminet Sets, and already they are on to their second in the series. The entire package is not cheap, at £34.95, although for your money you do get four CDs absolutely packed with gorgeous goodies that were uploaded in November.

The CDs are split into categories – the first containing the utilities, documents, text and business software; the second contains pictures and graphic software, the third contains all the fun topics such as games and demos along with more utilities for use with your hardware; and the fourth and final CD is entirely dedicated to music modules, samples, and Comms software.




∩ *Each CD is split into various categories. This is the music CD*

There is 850Mb of music modules that any music fan would gladly pay £35 for. The Aminet series is and always will be the greatest compilations to date. With its excellent AmigaGuide database allowing you to access everything, depacking and reading from a click of a button, this is *the* definitive compilation. Well, until December's comes out anyway.



**Bottom line**

**PRODUCT DETAILS**

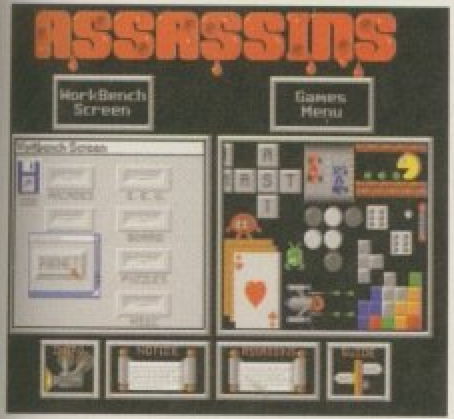
| | |
|---|---|
| Product: | Aminet Set 2 |
| Supplier: | G.T.I |
| Price: | £34.95 |
| Phone: | +49671 85937 |

**SCORES**

| | |
|---|---|
| Ease of use | 93% |
| Implementation | 92% |
| Value For Money | 90% |
| Overall | 92% |

# ASSASSINS ULTIMATE GAMES 2

The Assassins Ultimate Games is the second in the series of CDs, following on from the immensely popular first instalment. It included all the Assassins collections packed, and ready to unpack, onto floppy disks. The first CD contained a wide variety of excellent games as well as some compilations of utilities. What made this compilation superb were the presentation and features, an excellent menu system, bootable or non-bootable as well as compatibility with the CD32.



To use the Assassins CD, all that's required is to simply click on the icons

This collection has game disks 1-120, 60 utility disks, and 70 workbench games. These are all in the usual DMS format and will need unpacking to floppy disks. You can access everything from the excellently implemented AmigaGuide database, and all the information you require will undoubtedly feature here, including compatibility with various machines.

The games contained on the CD range from shoot-'em-ups to pub quizzes, and if you're not looking for something specific then there is something here for absolutely anyone.

If you're looking for a decent CD with a whole host of PD games and utilities, Assassins is undoubtedly the best. It features an easy-to-use menu system, accompanied by some excellent presentation. There are descriptions of the games as well as information on the author, so it really does add up to being one of the most professionally presented CDs around today.




## Bottom line

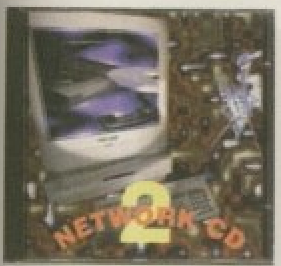
### PRODUCT DETAILS

| | |
|---|---|
| Product: | Assassins Ultimate games 2 |
| Supplier: | weird Science |
| Price: | £19.95 |
| Phone: | 0116 234 0682 |

### SCORES

| | |
|---|---|
| Ease of use | 88% |
| Implementation | 84% |
| Value For Money | 85% |
| Overall | 84% |

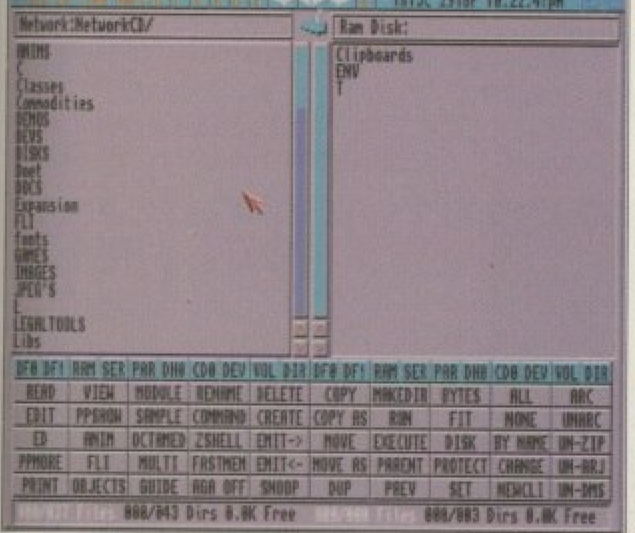
# NETWORK CD 2




The first Network CD arrived courtesy of Weird Science some time ago, and now their latest Networking CD has finally appeared – faster and far more powerful than ever before.

The main idea is to join together the Amiga and a CD32 via a cable from the Serial or Parallel port to the Auxiliary port on the CD32. This will give your CD32 a new lease of life as a remote CD-ROM drive. As most CD drives are operated via SCSI and the PCMCIA slot, the majority tend to be quad-speed and almost instantaneous. You may be thinking that because the CD32 is only double-speed, the file exchange rate won't be particularly good. Well, you would be right, although on this Network CD there are many programs to get the most from your CD32 as well as the fastest speed.

Setting up is made even easier than before – a simple process of entering the CD, booting up the machine, waiting for it to be ready, and sending all the relevant information down the Serial cable. Then a pseudo-device entitled 'Network' will appear on your desktop. Inside here you will find a CD0 and RAM drawer, and you must remember that they are only drawers and not devices. Once this is set-up you can change the CD in CD32 because it will override the auto-reset function, then all you have to do is assign it and away you go – it's as simple as that.


The easy-to-use network CD comes complete with the SID package

What makes this one of the most delightful packages is that if you should move the mouse pointer off-screen it will simply appear to have locked up. Adding another monitor through the CD32 will reveal your mouse pointer moving swiftly around on the other monitor. Also, not only can the mouse be transferred to the other machine, but also the keyboard, as soon as you move off-screen.

## IMPROVEMENTS

Depending on your machine and setup, you will have a variety of baud rates from 57,600 to 115,200, and for a standard A1200 you'd be able to get away with 76,800. There are programs such as SID, for file transfers and for viewing various formats, as well as many other Internet and access tools. You can also unpack various bootable disks to make the connection procedure even easier.

The main improvements over the first are that the CD boots in around 45 seconds, the CD32's programs can be run from the Amiga itself, the connection procedure is simplified to only a click of a button, and you also get many animations, games and images bundled on the disk to kickstart you CD-Rom usage – these can all be viewed or played through SID, so everything you could possibly think of has been included.

Anybody with a CD32 and Amiga should seriously think about getting connected. If you look at all the CD-ROMs on these very pages you will see just what you are missing out on. This is none other than an essential purchase.

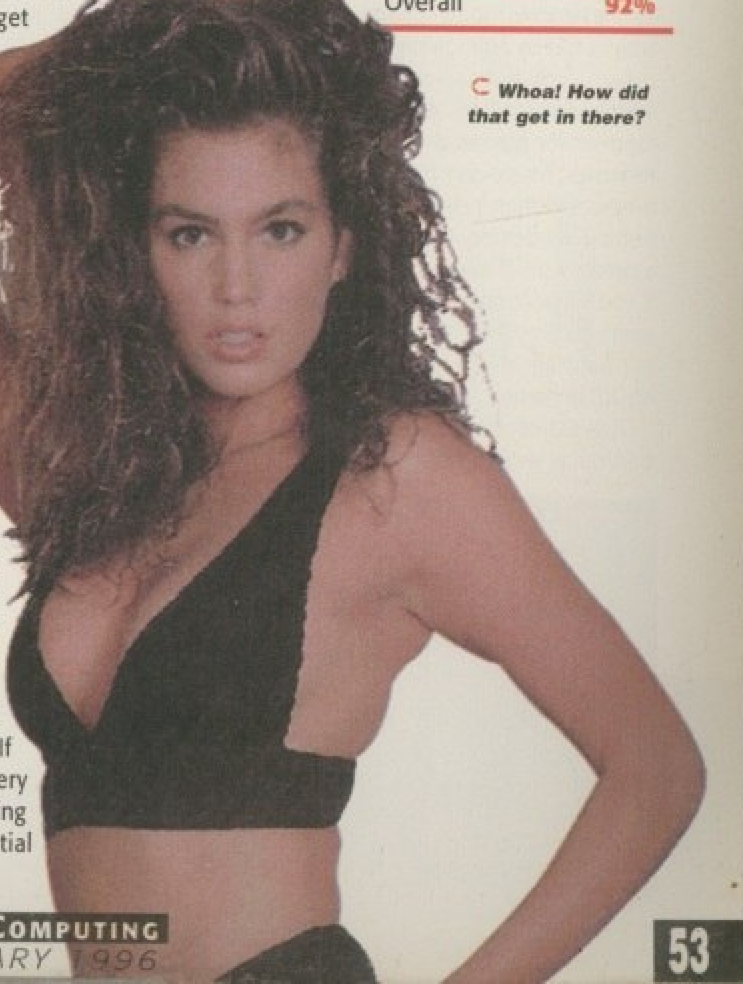
## Bottom line

### PRODUCT DETAILS

| | |
|---|---|
| Product: | Network CD 2 |
| Supplier: | Weird Science |
| Price: | £14.99 Serial Cable: £24.99 |
| Phone: | 0116 234 0682 |

### SCORES

| | |
|---|---|
| Ease of use | 91% |
| Implementation | 89% |
| Value For Money | 92% |
| Overall | 92% |


Whoa! How did that get in there?

# ENCOUNTERS: THE UFO PHENOMENON EXPOSED




There are so many questions about ufology that most people are either too scared to ask or too sensible. People are frightened with the unknown, and recently, although having being around for many years, aliens are beginning to steal the limelight and become more believable than ghosts. Or are they the same thing? One reputed feature of Aliens is that they can take any form! Apparently.

What does an Alien look like? Does the government really communicate with them? Was the Roswell incident a cover-up? Have places like Hangar 18 stored ufology? Who are the Men in Black? Why do they drive red Escorts?

All these questions and more are revealed on this brand new CD called Encounters: The UFO Phenomenon Exposed. On the rear cover it says: 'This CD contains information that NOBODY wants you to know.' And this is perfectly true. However, don't take it the wrong way, thinking they're stolen classified reports. They are merely documents people have managed to lay their hands on. Are they true? Nobody knows.

If the government did come out and make a speech to say that UFOs/Aliens existed, although there's really nothing to worry about, there would be a world panic. However, if they manage to keep it as one of those 'believe it or not' subjects, the public would have no option but to disbelieve it.

According to a document in the CD itself, there are over 70 recognised species of 'Aliens' or other beings. The most popular of species has to be the 'Greys.' These are described as being thin and spindly, have large bald heads, huge dark eyes, two dots for a nose, and a small line for a mouth. And of course they are grey.

After having read almost every document on the entire CD, I now feel as though I'm getting to know quite a bit. For instance, did you know that the government are carrying out a coverup as we speak? Well, it's called an indoctrination, and it's a plan to make you disbelieve. When a UFO sighting is reported, and it's a major one which the government can't explain, they filter it through to a popular medium – namely the tabloids. They will then blow it out of proportion – such as the 'I was snatched by Pamela Anderson look-a-like aliens!' story – so people laugh it off, and subconsciously dismiss the whole thing. Clever? I think so.



*This picture is from the Roswell autopsy. It was brought to light by a music video producer. Need I say more...*

This CD covers every budding ufologist's dreams as there are documents covering abductions, origins, cattle mutilations, crop circles, landings, sightings, crashed UFOs, and government conspiracies and cover-ups.

Basically, the entire CD uses an AmigaGuide and all the documents can be accessed very easily along with a series of pictures. Most of the CD is text related – 200Mb – which means there are a lot of documents. However, each category has its own pre-packed Lha file so you can instantly unpack it to your hard drive.

All the information on the CD is excellent. It gives all sorts of documents that are supposedly 'top secret' and some of the accounts of abductions will send a shiver down your spine. The whole CD covers everything to do with UFOs, especially offering explanations as to why World War 2 started! Hitler was an alien! Er, I made that up actually. It does sound like some people take it too far, but after actually reading the documents, how can you possibly not believe it? This is the case when 500,000 people have reported abductions in America and they all roughly follow the same pattern. Spooky!

If you have a keen interest in ufology or you're looking for some convincing evidence, look no further.

**Bottom line**

**PRODUCT DETAILS**

| | |
|---|---|
| Product: | Encounters: The UFO Phenomenon |
| Supplier: | 17 Bit Software |
| Price: | £19.99 |
| Phone: | 01924 366982 |

**SCORES**

| | |
|---|---|
| Ease of use | 91% |
| Implementation | 93% |
| Value For Money | 89% |
| Overall | 91% |

# EUROSCENE 2




By now, you probably know about underground clubs and places where everyone gets together to 'join as one' and just enjoy life. No restrictions, no egotistical bigots – everybody is free to enjoy what they want to enjoy.

Euroscene is more or less an underground Amiga scene, where various Amiga users get together for parties and groupings for demo showings, music and pictures, amongst other things, and then generally talk about it afterwards – on demos. That's why you always get a certain type of text on demo scrollers which, if you haven't been to a certain venue, you won't understand. Generally, these venues are held all around the country, although mainly in Europe.

This CD contains various files from these particular get-togethers. Images, demos, music, graphics and all the relative players and views are included. The main source of all these various formats come from diskmags and if you're a keen follower of these, then they will undoubtedly inform you of various forthcoming 'bashes.'

## CATEGORISATION

The categories are divided up into a listing which is sorted by the name of the group. You may recognise some of them if you have used Aminet or other compilation CDs. Most of the larger files or demos are compressed as a DMS format, although there are many ready-to-run programs and files. There are also various graphic viewers, mod players, text resources, programming guides and many other useful utilities. As you'd expect, the quality of the demo/image/module really depends on the respective quality of the group. At the moment, the Polka Brothers seem to have made a big impact of the demo scene, ranking high in the charts of many diskmags.

If you are into the demo side and getting to know other Amiga users, then Euroscene will manage to satisfy your curiosity into these underground happenings. It's certainly good value for money at £9.99.



*Strange pictures are the true nature of Euroscene*




*Roughly translated, this means 'The Boot.' I'm good at German*

**Bottom line**

**PRODUCT DETAILS**

| | |
|---|---|
| Product: | Euroscene 2 |
| Supplier: | Weird science |
| Price: | £9.99 |
| Phone: | 0166 324 0682 |

**SCORES**

| | |
|---|---|
| Ease of use | 82% |
| Implementation | 73% |
| Value For Money | 89% |
| Overall | 85% |

# CD-ROM



DUAL-SPEED **£179***

QUAD-SPEED **£249**

## POWER CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

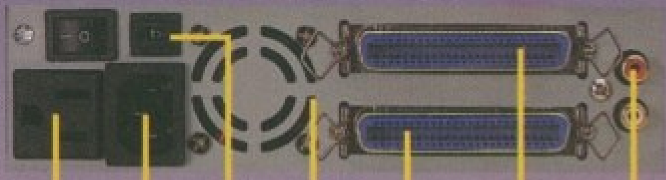
**AMIGA 600/1200**

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| x2 SPEED CD-ROM INC.SQUIRREL | **£179** |
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**AMIGA 4000**

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| DUAL SPEED CD-ROM EXT. | **£139** |
| QUAD SPEED CD-ROM EXT. | **£199** |
| AMIGA 4000 SCSI-INTERFACE | **£129** |
| SCSI CABLE | **£10** |

QUAD-SPEED






80-WATT **£54**

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| AMINET 6 | **£12** |
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| MEETING PEARLS 1 | **£10** |
| MEETING PEARLS 2 | **£10** |
| MEETING PEARLS 3 | **£10** |
| AMIGA TOOLS 3 | **£25** |
| XIPAINT V3.2 | **£35** |
| CD-WRITE | **£39** |
| CD-BOOT 1.0 | **£29** |

*DUAL SPEED CD-ROM CASING DIFFERS FROM ONE SHOWN
SCSI INTERFACE REQUIRED FOR A4000

## NOTICE

Power Computing Ltd no longer sell this product due to the lack of support for VCD and CD-i formats (i.e MPEG Films). This CD player will not play movies.



# THE AMIGA IS BACK

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**3.5" Floppy Drive**
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**Digita Datastore v1.1**
**Digita Organiser v1.1**
**Turbo Calc v3.5**
**Photogenics v1.2se**
**Personal Paint v6.4**
**Workbench v3.1**
**Whizz 3D Game**
**Pinball Mania Game**

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2MB+170MB HD **£489**

## A4000 TOWER

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**AGA Chip Set**
**16.7 Million Colours**
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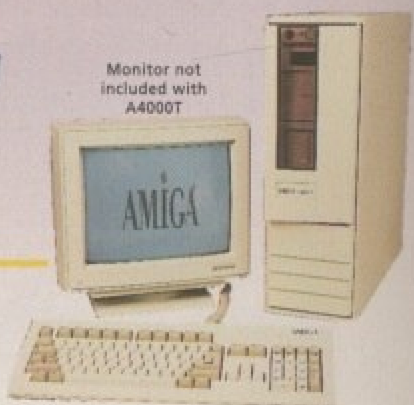
**SCALA MM300 SOFTWARE**
hard drive versions.
Does not include disks or manuals

I-GLASSES **£579**

AMIGA MONITOR **£289**




PCMCIA Smart Card Slot
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AGA Chipset
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| 170Mb 2.5" | £124.99 | 510Mb | £259.99 |

## CD-ROM DRIVES

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| Overdrive Quad Speed CD | £234.99 |
| Amiga CD32 + 7 games + kit to connect to A1200 | £205.00 |

## SPIKE PROTECTORS

Protect your computers against voltage spikes & surges.

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|---|---|
| Four way extension Spike Protector | £17.99 |
| Spike Protector plug | £14.99 |
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add £2 post and packaging

## GENLOCKS

**FUSION VIDEO GENLOCK**

It is a high specification video genlock that is ideal for both the first time user (for adding titles, graphics & effects to home movies) and the semi professional user (wedding videos, corporate presentations...). **FREE Scala HJ100** (enables you to add special effects and overlay text on to your video).

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## INK CARTRIDGES & REFILLS

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| HP Deskjet Black Refill | £7.99 |
| HP Deskjet 500C/560C Colour Cartridges | £25.99 |
| HP Deskjet 500C/560C Colour Refill | £16.99 |
| Canon BJ 10/200 Black ink Cartridges | £16.99 |
| Canon BJ 10/200 Black ink Refill | £7.99 |
| Citizen Projet IIC Colour | £34.00 |
| Citizen Projet IIC Mono | £20.50 |

Add £2.00 Post and Packing

## ACCESSORIES

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| **AMIGA CABLES** | |
| Amiga to TV Scart | £10.99 |
| Amiga to Sony TV | £10.99 |
| Amiga to Amiga (Parnet/Null modem) | £10.99 |
| Modulator overhang lead 23M/23F | £11.99 |
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| Joystick Extension Lead 10ft | £5.99 |
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| **DUST COVERS** | |
| Amiga 1200/500/500P/600 | £4.00 |
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| Star/Citizen/Panasonic Printers | £4.00 |
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| Amiga Disk Drives (Sony 2yrs warranty) | £49.99 |
| Amitek 1.76HD Disk Drive | £86.99 |
| Amiga Mouse (top quality) | £11.50 |
| Internal Drives A500/A500+/A600/A1200 | £34/£44 |
| TV Modulator (2yrs warranty) | £34 |
| Deluxe Mouse Mat | £1.99 |
| 1000 Labels | £8.99 |
| 3.5" Disk head Cleaner | £1.99 |
| Python 1M Joystick | £8.75 |

ADD £2 FOR DELIVERY

## PRINTER RIBBONS

| | |
|---|---|
| **BLACK** | |
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| Amstrad DMP4000 | £3.66 |
| Amstrad PCW 8256/8512/LQ3500 | £3.00 |
| Amstrad 9512 | £3.50 |
| Citizen 120D/LSP10/Swift24/9 | £2.85 |
| Epson LQ100 | £4.10 |
| Epson LX80/86/90 | £2.50 |
| Epson LQ400/500/800/850 | £3.45 |
| Epson FX/MX/RX80/LX800 | £3.45 |
| NEC Pinwriter P2200 | £3.50 |
| Seikosha SP1200/1600/2000 | £4.00 |
| Panasonic KXP1123/1124/1180 | £3.30 |
| Panasonic 2135 | £8.25 |
| Panasonic KXP 2123/2180 | £4.00 |
| Star LC10/20/100 | £2.90 |
| Star LC200 | £3.50 |
| Star LC2410/24200 | £3.00 |
| **COLOUR** | |
| Citizen Swift 24 | £12.99 |
| Panasonic 2135/2123/2180 | £13.99 |
| Star LC10/20/100 | £7.00 |
| Star LC200 | £12.30 |
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* 24 pin SUPER Quiet COLOUR printer
* 20 Page built-in sheet feeder
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* 50 Page built-in sheet feeder
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* 24 pin COLOUR printer
* ULTRA quiet mode 43 dBA
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**HEWLETT PACKARD 600**

* Inkjet MONO printer ........ £245.00

COLOUR OPTION .........Add £25 to mono price

**HEWLETT PACKARD 660C**



* Prints up to 4 ppm
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* 6 built-in type faces
* Built-in sheet feeder

£325.00

**CANON BJ 200EX**



* Prints over 3ppm.
* Built-in 'smoothing' function giving an effective 720 x 360 dpi
* 204cps HQ and 248cps HS
* Whisper quiet operation of 42 dBA
* Built-in 100 x A4 automatic sheet feeder
* 1 Year Warranty

£207.99

**CANON BJ 30**



* MONO Inkjet printer & Prints over 3ppm.
* Built-in 'smoothing' function giving an effective 720 x 360 dpi
* Incorporated easy to use LCD control panel & a warning to let the user know when the cartridge is running short of ink.
* Print speed up to 373 eps.
* Built in 30 x A4 integral sheetfeeder
* 1 Year Warranty

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**CANON BJC - 70**



* COLOUR Inkjet printer & Prints over 3ppm.
* Built-in 'smoothing' function giving an effective 720 x 360 dpi
* Has all the advanced features of the BJ-30 BUT with added advantages of the NEW BC-11 COLOUR ink cartridge – that gives TRUE black output.
* Built-in 30 x A4 integral sheetfeeder
* 1 Year Warranty

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**CANON BJC - 4000**



* COLOUR Inkjet printer
* Prints up to 4ppm – using the high performance cartridge
* 360 dpi for colour printing and an effective 720 x 360 dpi mono
* Prints on various media
* Built-in sheet feeder
* 1 Year Warranty

£289.99

**CANON BJC - 610e**



* COLOUR Inkjet printer
* Built-in 'smoothing' function giving an effective 720 x 720 dpi for mono print
* Improved logic capabilities allows you to print colour graphics at a speed of 0.6-1.2 ppm.
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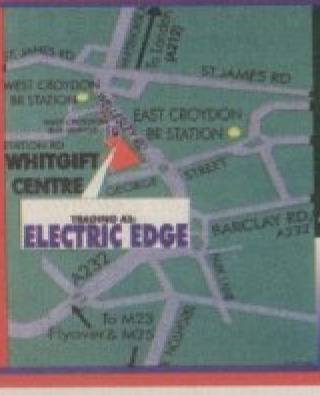
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* Amiga A1200 Computer – 2Mb RAM
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* Personal Paint v6.4 – Paint Package
* Photogenics v1.2 – Pixel Editing
* Whizz – 3D Platform Game
* Pinball Mania – Pinball Arcade Game




**STANDARD PACK**
2Mb – NO HD
WAS ~~£399~~
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**170Mb HARD DRIVE PACK**
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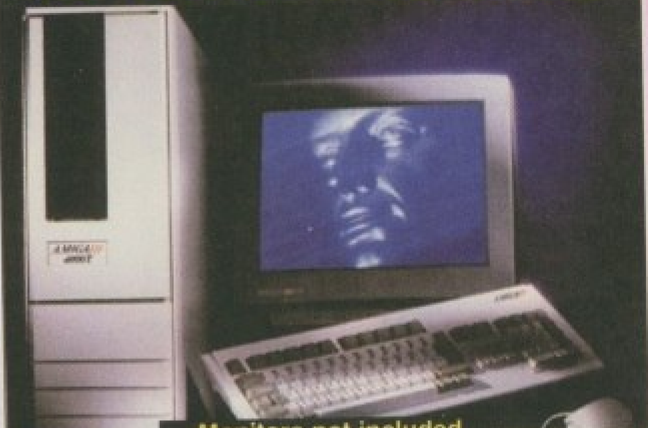
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## AMIGA 4000T



Monitors not included

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* Scala MM300 Pre-installed

**AMIGA 4000T – 040/25**
WAS £2231
**£2099** Inc. VAT

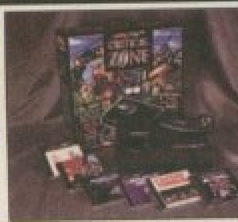
**AMIGA 4000T – 060/50**
WAS £2525
**£2359.99** Inc. VAT

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|---|---|
| SX1 Modular Expansion | £191.99 |
| Keyboard for CD32 | £36.99 |
| Disk Drive for CD32 | £49.99 |
| CD32 to Amiga 1200 inc. software | £29.99 |
| CD32 to Scart | £11.99 |
| Competition Pro Pad | £15.99 |
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## MONITORS

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* Pitch of 0.39mm (manual says 0.42mm)
* Included cable to connect it to your Amiga.



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### SHARP MONITOR/TV



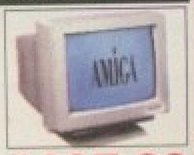
The superb Sharp 14" Monitor/TV provides a real alternative to a Commodore Monitor with full function remote control 39 channel electronic auto search tuning, digital on screen display and 1.5 watt Mpo audio output. All you need to know is the low low price. The Sharp Monitor/TV is the product for you complete with scart socket and connectivity cable and including 12 months Warranty.

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| Apollo 1220 + 4Mb | £227.99 |
| Apollo 1232/50 68030 | £198.99 |
| Apollo 1232 + 4Mb | £327.99 |

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| A500+ upto 2Mb | £28.99 |
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### FAX / MODEM

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| X-Link 14.4k ext. | £129.99 | £169.99 |
| Tornado 28.8k int. | £199.99 | £239.99 |
| X-Link 28.8k ext. | £229.99 | £269.99 |

# See me, hear me

**With aims to topple Scala MM400's reign as the supremo Amiga multimedia package, Neil Mohr discovers whether ImageVision can pull off a coup**

With Amiga powered systems being used to drive powerful multimedia information systems at such places as the Cleveland police force, Colchester Zoo, hotels, petrol stations, football grounds and a multitude of other areas all over the world, and at a fraction of the cost of alternative PC systems. The Amiga has more than proved it has the capabilities to be used in such systems.

ImageVision is a new product from a company based in Sweden, and it is their intention to produce and develop ImageVision to be, at the very least, as functional as Scala MM400, if not better.

The ImageVision package comes in a very well presented double CD case. The actual disk is on the front side of the CD case with the extras CD on the other. You do not actually need a CD-ROM drive to use the program because the entire ImageVision program and basic tutorial are all compressed onto the single floppy. The CD is just there to hold a far more advanced demo script and a whole host of extras.

Some of the extras include a wide selection of excellent backdrops covering liquids, stone and some more surreal types, full-screen Mpeg animations, along with a few music modules and a lot of high-quality sound samples. These are not all installed with the ImageVision program but will, of course, still be available off the CD.

Installation is very straightforward using the standard installer, even though it does take a while. A basic installation will only require about 5Mb worth of hard drive space, while if you go for the full installation including the full CD demo script, this requires over 25Mb of hard drive space. Everything gets copied into a single directory, apart from the extra fonts and a couple of assigns that have to be added to your user-startup.

When you start up ImageVision, the first thing that strikes you is just how good looking it is. The interface even puts MUI to shame, but just because something is good looking does not particularly mean it is worth having. This thing is going to have to be quick to learn, easy to use, and feature packed if it is going to beat Scala.

The main interface consists of three basic windows – the script, tools, and icon windows. Using all three you can easily and quickly construct complex multimedia presentations. For each script you are working on there is a single script window. A start icon will always be the first icon you have and from this start point you drag in new icons, each icon relating to the action you want to take place at that point in the script.

### Jargon box

*Multimedia – something the Amiga was doing 10 years ago. Multimedia is a buzz word thought up by some marketing man to make PCs and Windows sound a good idea. The true meaning is anything that can convey more than one media type, i.e. sound, text and graphics.*

*Mpeg – short for Motion Picture Expert Group, this is a way of storing video footage in a much smaller amount of space than normal methods. To decompress Mpeg video footage requires a lot of processing power, and normally only a special decompression chip can achieve TV standard picture quality.*

## Construction

The actual Script construction is done in a tree-style format, with parent icons in the tree having 'child' icons connected from them. As this is meant to represent the linear sequence that the presentation will take, only menu icons are allowed to have more than one 'child' connection.

With a menu icon, each of its child icons would represent a possible selection in that menu. All the others have to be connected in the sequence they should appear in. To connect one icon to another, every icon has a small white tail coming out of the top of it, and you just grab this and drag it to the the icon you want to connect it to. The two icons will then be linked in the tree.




caption required

Once icons have been dragged from the icon's window into the script window they can be moved around, selected, cut, pasted, and if you double-click on them you can configure the various aspects of that type of icon. To help distinguish between similar icon types in the script window, each icon can be given a name that is shown in the screen title bar when you place the mouse over it.

This way of constructing the script is excellent. It is possible to see the form that the presentation will take straight away, and it is very easy to change the flow of a presentation. I was a little concerned at first that a large script would become unwieldy because the tree could become quite large, but to prevent this ImageVision has a couple of tools to help you organise the script into sections.

The first are the group and ungroup functions which help you package a selected area of icons into a single group icon on the script

## Graphics editor

*This built-in part of ImageVision is where you can construct your various menu screens. If you double-click on any menu icon in the script window you can gain access to the graphics editor from the menu's requester.*

*The graphics editor seems to have been designed with the basic assumption that you will be using a background graphic which will then have your various menu choices on top of that. This is because most of the tools available are geared towards laying out and presenting blocks of text over a background screen. Having said that, you are able to load in brushes over your background and scale these to any size you wish and move them to any position.*

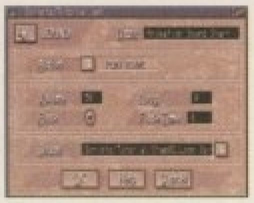
*The main tool box available on the editor's screen allows you to change the appearance of the on-screen text in a variety of ways. You are able to choose what font the text should appear as, whether it should be freely positioned or formatted with left/right justification or centred. Along with these, you can also add drop shadows, background colour, text fill colour, or apply a bevelled effect to the text, all of which can take their colour from a scrollable colour selection at the bottom of the requester.*

*Once text has been entered you are free to move it anywhere on the screen you want using the mouse, or enter another section of text which you can then apply with a different set of effects. Any of the current available colours can also be changed by hitting the edit button, and this then pops up one of those newish Amiga colour wheel gadgets, allowing you to choose a new colour.*

# BEAUTIFUL BUTTONS

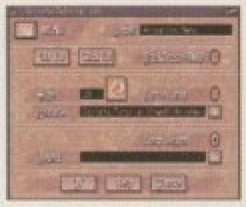
Seven icon types are available at the moment, and each one has different properties, allowing you to perform different effects in presentations or to help organise the script.

### Sound



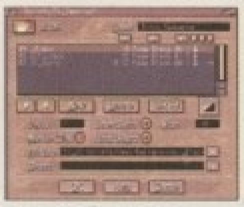
**You have the ability to play any datatype sample – as standard this if the IFF 8SVX format. The only real options you have are to add a fade to the end of the sample. A cycle gadget allows you to control how the sample icon works, either playing the sample until it finishes or the user stops it. A more helpful option is the 'async play' which allows you to play a sample and for the script to continue, so you could play an animation along with the sample, or whatever action icons you place after the sample icon. You would then use either a sample icon set to stop or stop all to end the original sample.**

### Menu



**A menu icon is the only one that can have more than one link from it, and each link from the icon represents a possible selection in that menu. From the menu requester you can gain access to the click and graphic editors where menu buttons are created and changed. You can also specify the type of wipe you want to bring the menu onto the screen with. A sample can be played along with the menu, and you can say if the right mouse button should take the user back to the last menu.**

### SlideShow



**Adding a slide show icon will allow you to place a slide show into your presentation. Using a file requester, you can add single or multiple pictures to the requester. For each slide you can specify the amount of time it should be displayed for, what, if any, sample should accompany it, and what type of wipe should be used to bring it onto the screen. As ImageVision supports Datatypes, you can load any type of picture that you have the datatype for.**

### Animation

**ImageVision has support to play standard IFF Anim 5/8 and CDXL, and it will also play an Mpeg card if you have one. Both use separate requesters with none Mpeg animations, allowing you to choose a background picture and also a screen offset. Mpeg options are a little more limited, with only the option to have the sound turned off, and Mpeg play is controlled similarly to sound samples**



# CLICK EDITOR

*Also available from a menu icon's requester, the click editor is where you add the actual active areas to buttons or hot spots on each menu screen. When you first run the click editor for any one menu, you are presented with whatever graphic design you have drawn up for that menu, along with a list view requester with all the possible menu selections for that screen.*

*The possible selections are to go back to the previous menu from the current one, and normally this is made possible by pressing the right mouse button anywhere on the screen, and the others will be all the child nodes from that icon. These are all listed in the 'Action' list view requester.*

*To make an area of the screen 'selectable' you have to first mark out the area that you want the user to have to click on for any one menu selection. This is done by using one of four tools provided by ImageVision. Currently, buttons can take four shapes – either rectangular, circular, ellipse, or a complex polygon shape. The polygon shape allows you to define any outline shape using any number of straight lines, so with only a little patience it is possible to build up some quite complex button shapes.*

*"I was a little concerned at first that a large script would become unwieldy because the tree could become quite large, but to prevent this ImageVision has a couple of tools to help you organise the script into sections"*

window. This will help you tidy up the look of your scripts. When a section of the script has been tested, select all the icons, hit the group option, and you will be left with a single group icon. This can be given a name in the normal way so you know what it is at a later date.

The other tools are the jump, subroutine and return icons which allow you to create a new section of the script away from the rest. By adding a jump icon where the new section should go and then adding a subroutine icon, you are able to create part of the script away from the rest of it. The return icon then forces the script to return back to the parent icon of the original jump command.

This all adds up to a highly intuitive, easy-to-use interface with which it is a doddle to quickly knock up impressive and easy-to-use presentations. However, in its current form even the authors admit ImageVision is not currently on a par with Scala, but it is their firm intentions to make it so.

The program has been written in a modula form so new icons can be added at any time, therefore making the program easy to extend. ImageVision also has the advantage of being a good deal cheaper than MM400.

# WIPES AND FADES

*Compared to Scala there is only a paltry number of wipes and fades available. The scroll gadget to the right of them, however, suggests that there could be future additions here. The wipes currently available are fade to black/white and background, slide up/down, bounce up/down, cover up/over, and card up/down. Wipes can be applied between sections in the script, so menus can be gracefully disposed of, and in the slide shows, with different wipes being applied to each picture.*




**Only twelve wipes are currently available, but more should come in the future**

# Jargon box

*Music Modules – a way of storing music. Invented years ago for use with an old Amiga program, tracker modules have been with us ever since. The PC has now got the most advanced tracker programs, such as Scream Tracker, a tracker that allows up to 32 channels. There is, however, an Amiga player available.*

*Datatypes – an object-oriented extension to AmigaDOS. A program supporting Datatypes can load any file you have a DataType for.*

*MUI – Magic User Interface, a completely object-oriented set of libraries that allow the user to tailor almost every aspect of a MUI program's interface to their own tastes.*

*Scala MM400 – an extremely powerful multimedia program, capable of producing very complex interactive presentations. Used all over the world for all manner of information tasks.*

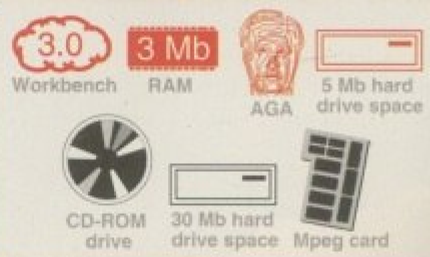
In terms of features, Scala currently has the advantage, but with ImageVision's superb easy-to-use interface, and if the authors can keep regularly adding to ImageVision, Scala could be faced with a very strong competitor.

AC

# Bottom line

## REQUIREMENTS

**RED** *essential* | **BLACK** *recommended*




## PRODUCT DETAILS

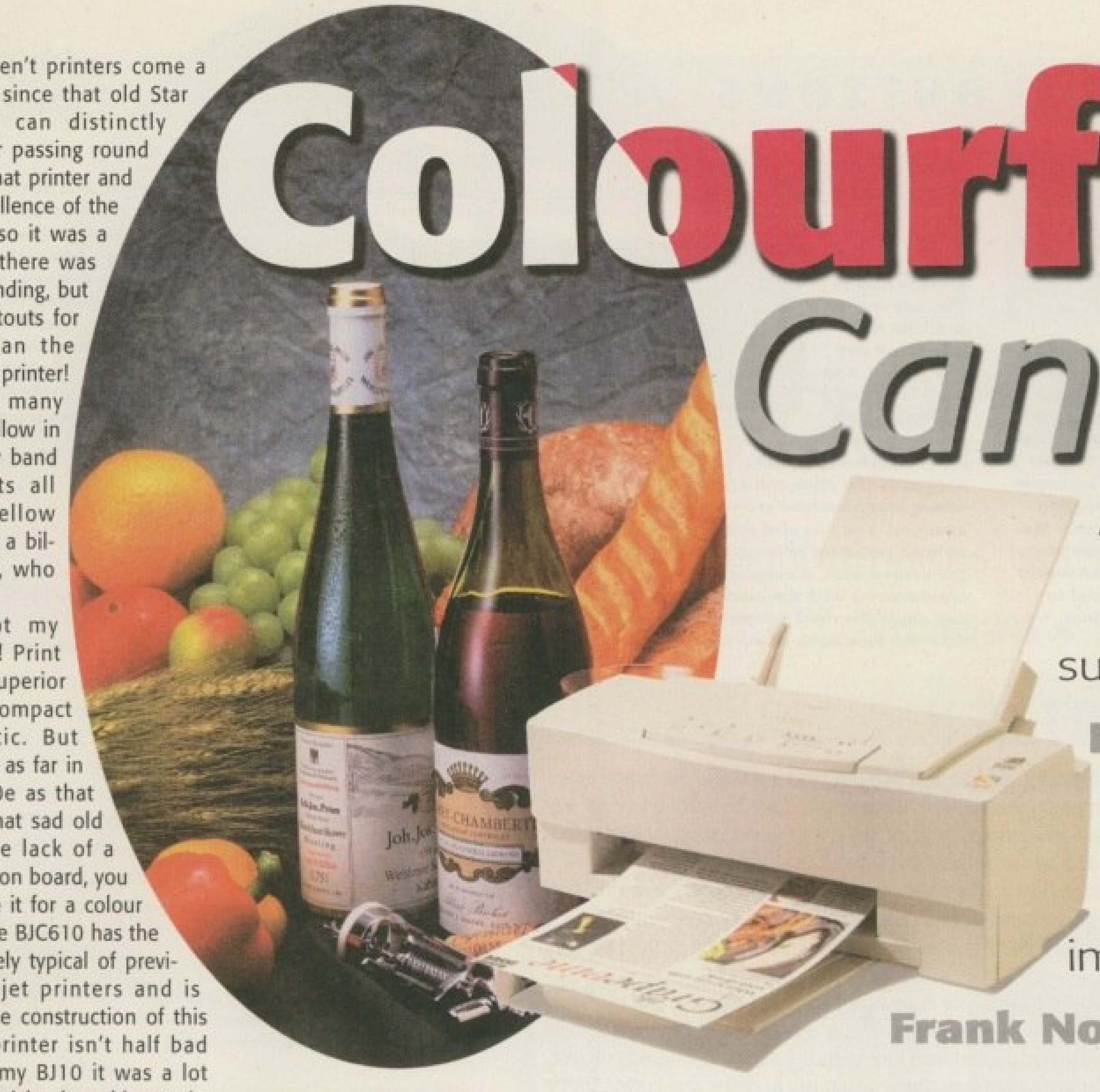
| | |
|---|---|
| Product | ImageVision |
| Supplier | BlitterSoft |
| Price | £149.95 |
| Tel | 01908 061466 |

## SCORES

| | |
|---|---|
| Ease of use | 95% |
| Implementation | 82% |
| Value For Money | 89% |
| Overall | 90% |

# Colourful Canon

**A new inkjet printer to supersede the BJC600, but is it a significant improvement? Frank Nord finds out**



Crikey, haven't printers come a long way since that old Star LC-10? I can distinctly remember passing round colour output from that printer and pointing out the excellence of the reproduction. Okay, so it was a bit murky and, yes, there was some evidence of banding, but look, c-o-l-o-u-r printouts for only £75 more than the mono version of the printer! No, don't print too many pictures that have yellow in them 'cos the yellow band on the ribbon gets all messed up and yellow comes out more like a bilious green, but hey, who uses yellow anyway?

And when I got my Canon BJ10e, wow! Print quality technically superior to a laser printer, compact and bijou, fantastic. But Canon's new baby is as far in advance of the BJ10e as that was in advance of that sad old Star. Apart from the lack of a Postscript interpreter on board, you could almost mistake it for a colour proofing machine. The BJC610 has the small footprint innately typical of previous Canon bubblejet printers and is beautifully styled. The construction of this beautifully styled printer isn't half bad either. When I had my BJ10 it was a lot more rickety and plasticky than this one is, although Canon still haven't been able to get rid of the customary grinding noises as the print head gets cleaned.

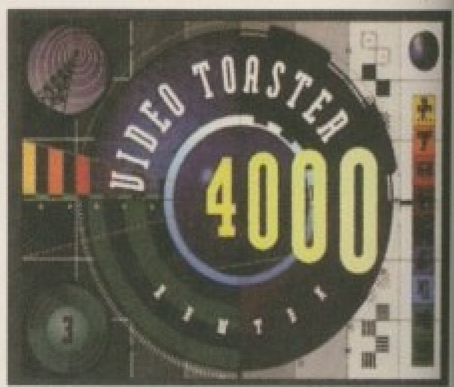
AMIGA BLUE CHIP AWARD

Like most other bubblejets you really only get the best results on special coated paper, but unlike some other inkjets currently on the market, you can print on standard copier bond with the BJC610. Canon can also supply you with a variety of specialist papers and films to meet your needs such as transparencies, glossy papers and back print film. If you are going to use it for high-quality DTP do be aware that running costs, particularly if you are using the coated paper, are going to be quite high, but no more so for the BJC610 than for any similar printer. Canon's own brand coated paper goes for £22 ex VAT for 200 sheets, but you will probably be able to find third-party papers cheaper.

Canon has retained the cartridge mechanism that was present on the BJC600 where you have a print head and four separate cartridges for the inks – one black cartridge that can be double the size of the others, and one each of a cyan, magenta



LightWave renders printout nicely too

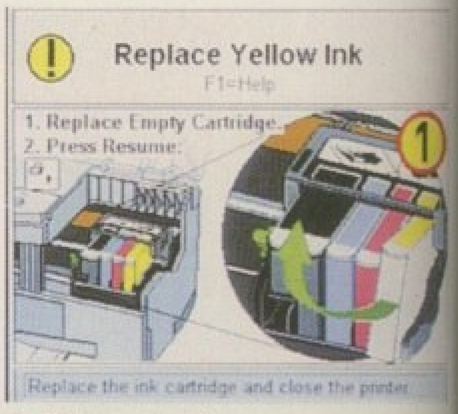



A familiar image gets the Canon treatment

## SELF TEST

*Because the BJC610 is such a high resolution machine it is difficult to make sure that the print head is optimally aligned when it comes out of the box. To remedy this, Canon have a handy little self-test function that prints out bars onto a sheet of paper along with instructions on what to do. Simply choose the bar that looks the most solid and make the lights light up in the right combination and voilà, you've just set your print head correctly. It is features like this that make owning and running a modern printer light years ahead of all those old lo-fi models we used to use.*




Windows users get handy advice like this

# WHAT'S NEW PUSSY CAT?

*What indeed. Well, you know that the BJC610 has a maximum print resolution of 720dpi, but unfortunately, the only way to take advantage of this super printing without spending any extra money, at the time of writing, is to own a PC equipped with Windows. Canon have produced an extremely high speed driver for Windows that will output 720dpi prints (after a while – high resolution printing takes time), but there is no equivalent for the Amiga.*

*More sadly, there are no plans to ship this printer with a driver of any sort for the Amiga owner, although it can be used with the current BJC610 drivers that are available. However, because these were written for the BJC600 rather than the BJC610, they only work at up to 360dpi so you will only be using half the printer's capabilities.*

*Since Wolf Faust has always had such a good relationship with Canon there is a possibility that the Windows software might be reproduced on the Amiga, which would definitely be an improvement as everything is automated through it. As it is, your only option if you want to get the best results out of this printer (or indeed any printer) is to buy Studio. The very latest version (2.10) supports the BJC610 fully and outputs fantastic results thanks to the unique colour matching system it employs.*



Nah, throw your pencils away, you've got a printer now!

**Canon can also supply you with a variety of specialist papers and films to meet your needs such as transparencies, glossy papers and back print film**

and yellow cartridge. These can all be individually replaced so if you're printing off all those yellow pictures that you never did when you had a colour dot-matrix printer, you won't be forced to go out and buy all four inks in one go.

## MASTERPIECE

If you go for a 24-bit 720dpi masterpiece of printing, don't expect to walk away with it immediately, unless it's about 5mm across that is. The BJC610 is not as fast as the equivalent Hewlett Packard, as Canon themselves readily admit. But, as they say, would you rather wait a minute less for a print, or have the highest possible quality?

No arguments there then. Even so, most of the prints I did, which varied in size between a quarter of a page and half a page, took no longer than fifteen minutes. The way the paper feeds into the printer is quite handy too. The fact that you have at least a smidgen of a view of the line the printer is currently painting down onto the paper means that if there is anything drastically wrong – printing in greyscale rather than colour, for instance – you can stop the print immediately rather than have to wait until the paper has emerged from the body of the machine.



the Grapevine

Autumn ISSUE

What to eat with your drink!

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Guess the Press

The superior output from the BJC610 means that you could use it for proofing layouts





Ralph Connett's splendid art reproduced brilliantly by the BJC610

## OUT OF INK

*Right that's it, I'm out of ink on the topic of the Canon BJC610, but it remains for me to say that I thought I was getting the best end of the stick with my mono Postscript laser printer. However, the results achievable with this are nothing short of superb. Make sure you include the cost of buying Studio II in your budget when buying this printer because you won't get even half as good results without it, and use Canon's glossy paper for your bestest prints. Right, I'm off to persuade Canon to let me keep this one and see if I can't persuade them to give me some more ink...*

## Bottom line

### REQUIREMENTS

**RED** essential | **BLACK** recommended

Studio II

### PRODUCT DETAILS

| | |
|---|---|
| **Product** | Canon BJC610 |
| **Supplier** | Canon (UK) Ltd. |
| **Price** | £499 + VAT |
| **Tel** | 0181-773 3173 |

### SCORES

| | |
|---|---|
| Ease of use | 90% |
| Implementation | 89% |
| Value For Money | 90% |
| Overall | 90% |

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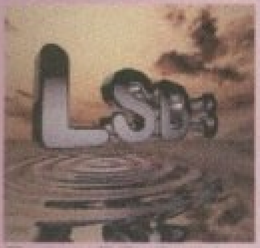
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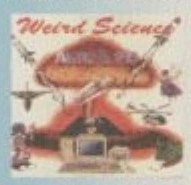
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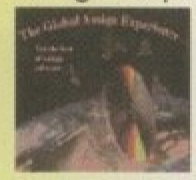
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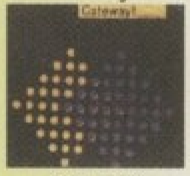
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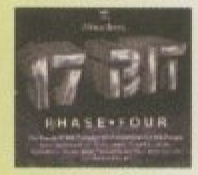
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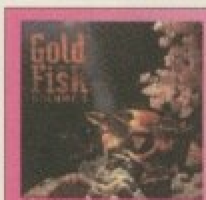


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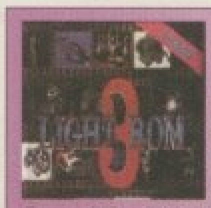
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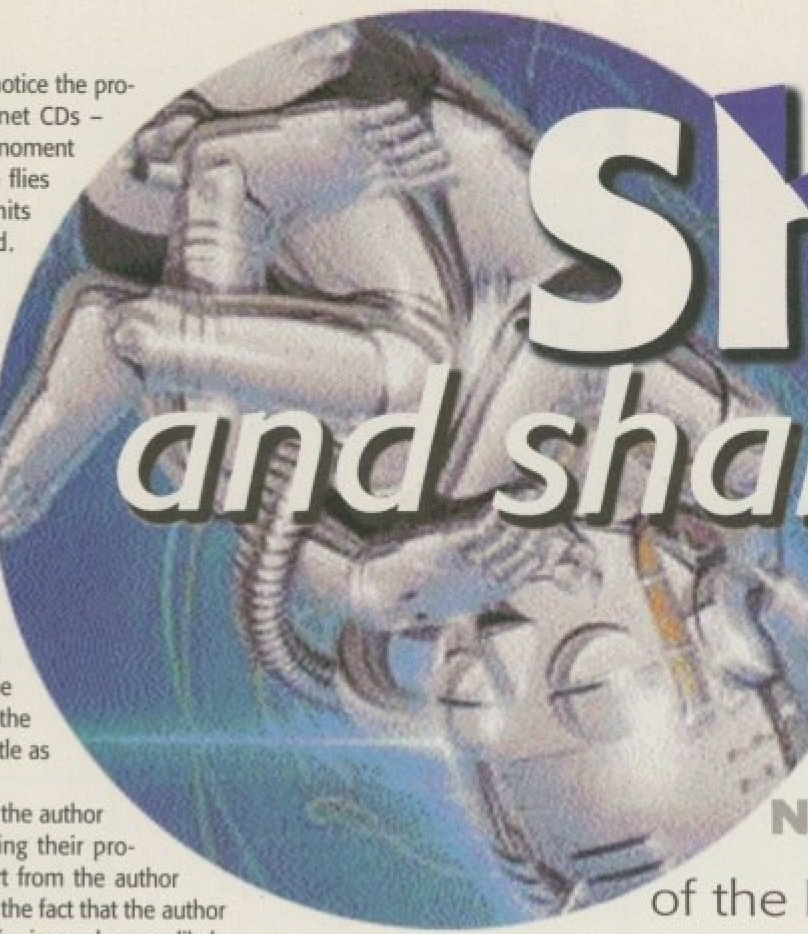


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# Share and share alike

The **best** things in life are free, well almost. **Neil Mohr** looks at some of the **best** Shareware on offer

You could not but help notice the prolific nature of the Aminet CDs – turn your back for one moment and bang another one flies in through the office door and hits you in the back of the head. Currently, there seems to be a new one every month, which is all testament to how lively the Amiga PD scene has been and is still very much so.

In amongst all the stuff you find on Aminet, there is a type of program distributed under the title of shareware. This is the concept where the author allows you to test their program, which they could have spent years developing, to decide if you want to keep it. If you do keep the program you are obliged to send the author a set fee which can be as little as five pounds.

Paying your shareware fee gives the author an incentive to keep on developing their program, and gives you direct support from the author for that program. This is along with the fact that the author of a program you have registered for is much more likely to listen to any additions you want to that program.

If you use a shareware program you really should go out and pay the fee. Not only will you have that nice warm glowing feeling that you have done something righteous and good for once in your life, you will also give the author another reason to keep on developing their program. You also get support from them which normally includes them sending you the next few updates, and they are usually very helpful when it comes to problem solving. So all you people who have unregistered programs lurking on your hard drive, nip down to the bank, get your wallet out, and give yourself a huge karma boost.

All the following programs have demos available on Aminet, where you can also find full ordering details.

## ImageStudio

ImageStudio should be fairly well known to everyone. Programmed by a couple of local Macclesfield lads, this is a very well supported and put together image processing program. The main improvement for the latest version is the addition of full colour windowed previews that let you get a better impression of what the final picture will be like.

The package comes on two disks and is installed using – everyone together now – the standard Amiga installer. For people that have never used ImageStudio before, there are a good few tutorials to guide you through the different aspects of it. These are in with the AmigaGuide manual which also doubles as the on-line help.

You now have the option of the preview window working in either grey scale or colour modes. You will be glad to know that the colour previews seem to be redrawn as fast as the grey scale ones, but you will need a Hi-res screen mode with at least 64 colours to get the best out of it.

ImageStudio has the normal array of colour control effects like balance, gamma and contrast, along with the standard image manipulation tools, such as flip, scale, cut, grey scale, negative and pixellated. The more interesting parts of ImageStudio come in the form of its convolute effects and the comprehensive ARexx port.

Convolute is a normal image processing function, and through it you can produce hundreds of different effects. With ImageStudio you get a number of standard convolutes which you can select from the handy convolute list view. It is also possible to add your own to the list and save them for future use.




*The vast array of ImageStudio's functions are always at hand via its excellent interface*

Some of you might be quite surprised when you look at the system requirements at the small amount of memory needed, because normally image processing programs need as much memory as possible. ImageStudio gets round this by implementing internal virtual memory which allows the image data to be stored on your hard drive, therefore taking up no memory. The down side is that all the disk access slows down the preview redraws. If you do have enough of RAM then you can tell ImageStudio to use the RAM Disk as the virtual memory storage space to gain a large speed increase.

With a good modular program design allowing you to add your own convolutes and ARexx scripts at a later date, and regular updates being released, ImageStudio is a very well thought out and written program. Supporting 12 of the main image formats as well as Datatypes, ImageStudio is going to be able to support virtually all of your needs.

### Bottom line

**REQUIREMENTS**

**RED** *essential* | **BLACK** *recommended*

5Mb Hard disk space — 1 Mb RAM — 2.0 Workbench

6 Mb RAM — 020/030

**PRODUCT DETAILS**

**Product**
ImageStudio

**Supplier**
Graham Dean,
14 Fielding Avenue,
Poynton, Stockport, Cheshire.
SK12 1YX England

**Registration**
£10, $20 Overseas

**SCORE**

Overall 90%

## AMIBROKER

A rather unusual program, AmiBroker is a comprehensive share manager, allowing you to study and predict trends in the market and to maintain a portfolio of shares. Installing is via the Amiga installer and this copies all the necessary files in to a single directory and installs a couple of fonts.

The main interface is wonderfully programmed. All the necessary tools are at hand in icon form, and the list of Shares are displayed in a scrollable list view. The remainder of the screen is taken up with a display of the recent form of the selected share along with any of the statistical analysis functions you can choose. One excellent feature is that when you select or deselect an analysis function, the remaining windows automatically resize to fit them all onto the screen.

There are eight technical indicators of which I know nothing about, but there are good explanations of them in the AmigaGuide manual, allowing you to try and predict how your various shares will perform. This runs alongside a risk/yield map that allows you to quickly see which shares give the best return at what risk.

One problem with shares is that if you have a good number of them in your portfolio, or just want to track a lot of them, there is a lot of data involved. Currently, AmiBroker only supports importing Teletext data from the Polish stock exchange. The programmer, however, is willing to modify the program for other countries, and is working on an ASCII import to make importing share data much easier.

As with AmiAtlas, this is better than many commercial products, and at $15 is a give away. With an excellent complete English translated manual and a set of comprehensive features for tracking the stock exchange, AmiBroker is a brilliant program. It is a shame that it may not get the wide use on the Amiga that it deserves.

### Bottom line

**REQUIREMENTS**

**RED** *essential* **BLACK** *recommended*

2 Mb Workbench — 1 Mb RAM

**PRODUCT DETAILS**

**Product**
AmiBroker

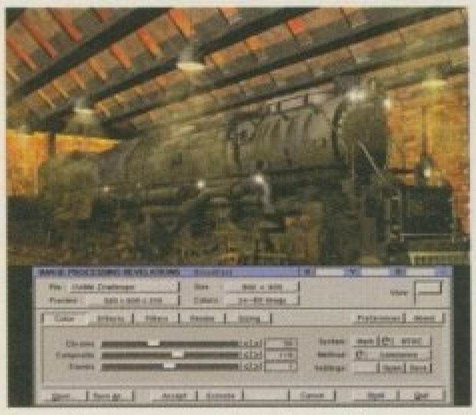
**Supplier**
Tomasz Janeczko
ul. Wroblewskiego 25/1005
PL 51-627 Wroclaw,
POLAND

**Registration**
$15 post $10 email
tjaneczk@asic.ict.pior.wroc.pl

**SCORE**

Overall 95%

## IPR



IPR's straight forward interface is quick to learn and easy to use

The Amiga really has got more than its fair share of image processing software, so any new program is going to have to be something special to get any sort of attention. Image Processing Revelations is a fairly straightforward program to get up and running – a single half Mb executable with two extra directories. Containing ARexx and preference settings.

IPR runs using two separate custom screens, Brilliance style. The front one contains the control panel with the other screen showing you a full screen preview of any loaded picture.

The main control panel is nicely arranged, with the various accept, undo and cancel buttons always being available and in the same place, no matter what function you are using. All the information on the current picture is always available in the top section, while the middle is used to display all the options for whichever function you have selected. This gives a good coherent interface which is quickly learnt and very easy to use. Another nice touch is if the current image is too large for the screen, you can either hit the space key to toggle the control panel on or off, or there is a small gadget in the top right that allows you to easily scroll the preview screen around.

Where IPR comes out on top over most other packages is the extremely good palette control functions it provides. Fairly normal functions allow you to adjust the brightness, contrast and gamma available, but the immediate option allows you to adjust the palette in real time, so cutting out any wait for a picture redraw. Only the grey scale and broadcast colour functions do not allow this. Other functions provided by IPR are mainly restricted to warping or flipping the picture in some way. Nothing too Earth shattering here – simple flips, rotates quite nice fish-eye and sine wave effects that do not leave you hanging around either.

Overall, IPR is a very well presented program, quick to learn and easy to use. Unfortunately, other than the colour control of IPR there really is nothing here that makes IPR standout. There is, however, a lot of promise and perhaps a new version would change the situation.

### Bottom line

**REQUIREMENTS**

**RED** *essential* **BLACK** *recommended*

4 Mb RAM — 2.0 Workbench

**PRODUCT DETAILS**

**Product**
IPR

**Supplier**
Barnie Productions,
PO Box 172,
2270 AD Voorburg, Netherlands

**Registration**
$180 Europe $200 World

**SCORE**

Overall 75%

## EXECUTIVE

For anyone that is not aware, the Amiga has a 32-bit multitasking operating system, and has had since it first came out ten years ago. You may have noticed recently that this was the cornerstone to IBM's OS Warp adverts, which seemed to proclaim this as some sort of amazing feat of programming genius. Sorry boys – beat you to it.

Executive compliments the existing way AmigaDOS assigns processor time to each program running on your Amiga. Normally, the operating system will share processor time between the highest priority programs that are asking for processing time.

What Executive does is to watch how much processing time every program is using and shares it evenly. Therefore, every program that needs processor time can get some, so no single program can hog all of the processor. If you read the documentation that comes with the distribution archive – which also doubles as the excellent on-line help – the author goes into great depth about explaining the use of different processor time sharing schemes. Some are suited to low processor loads while others handle high load systems better, and to help tailor Executive to your system there are six different schemes for you to choose, so everyone should be able to find one to suit.

To your average user just using Wordworth, this is not going to be amazingly useful, but for the power user and people that have a few CPU sucking programs running alongside each other, Executive can be of real value. It sits in the background diligently polling each task, and you will never know its there – apart from the fact that your programs will be running much smoother together.

### Bottom line

**REQUIREMENTS**

**RED** *essential* **BLACK** *recommended*

2.0 Workbench — 1Mb Hard disk space

**PRODUCT DETAILS**

**Product**
Executive

**Supplier**
Petri Nordlund
Vanhamaantie 428800 PORI
FINLAND

**Registration**
£10

**SCORE**

Overall 95%

2.5% Surcharge On Credit Cards. NOT SWITCH or VISA-DELTA

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# SHAREWARE GAMES

## MASTER BLASTER



I cannot believe just how addictive this game is, it should have a government health warning on the side. I must have lost days playing this game with my friends. To be fair, I was a huge fan of the original Dynna Blaster which also allowed up to five players and had the same sickeningly addictive game play. For people who do not know, Master Blaster is a maze type of game. You start off in a grid maze, trapped by explodable blocks. By dropping bombs you create more room to move around in and when you get the chance you can blow your fellow competitors to kingdom come. Along the way you can get power ups to gain more bombs, bigger flames and other handy abilities.

*When this first came out it was said to encourage kids to go out planting bombs. Yeah, right*

This new shareware version adds many features to the original game. Along with the original gameplay and the ability to have five players on at once, the new version allows you to adjust almost every part of the game. You can select your favourite character graphics, how many wins are needed, and how much money to start with.

Master Blaster allows you to collect money so you can buy power ups before you start the next round, and there is the chance to win free money in the nerve shattering Wheel-O-Fortune.

With extra power ups, team play, three different levels, selectable power ups, and even better coding than the last version, you can now quit to Workbench. With addiction beyond belief Master Blaster is a must buy.

### Bottom line

**REQUIREMENTS**

**RED** *essential* **BLACK** *recommended*

1.3 Workbench — PAL Monitor — 1 Mb RAM

**PRODUCT DETAILS**

**Product**
Master Blaster

**Supplier**
Alexander IvanofAm Dorfanger 2D-58644 Iserlohn, Germany

**Registration**
$20 or 25DM

**SCORE**

Overall 100%

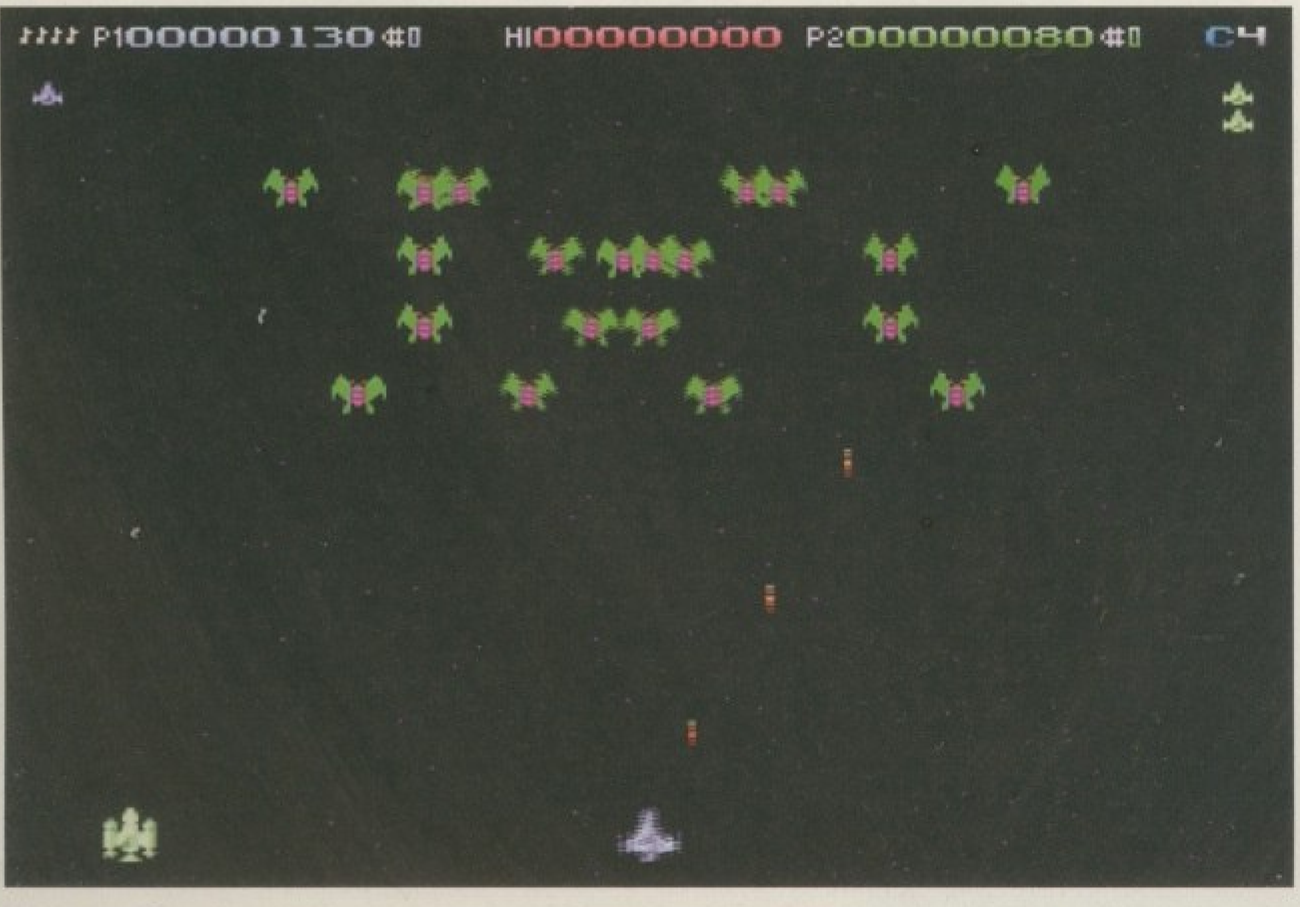
## DELUXE GALAGA

Another fiendishly addictive game, Deluxe Galaga is apparently based on an old Vic20 game called StarBattle – can a Vic20 game be anything but old? As with Master Blaster, the programmer's main aim is for the game to play well, and Deluxe Galaga certainly does that. Reminiscent of many old space invader type shoot-'em-ups, you have to battle your way through wave upon wave of menacing alien meanies.

*Having an extra player helps spice things up quite a lot, even though they might cower in a corner*

Each wave swoops down in various initial attack patterns to form at the top of the screen, where they deploy in sorties, Galaxians style. Once you have killed them all, you're onto the next level. To add another layer to the game there are power ups to pick up which have been dropped by the aliens when you killed them, along with money to collect that you can then spend in the end-of-level shops. In later levels, good money sense is almost as important as good game play because you have to save up for larger weapons.

With large end-of-level beasties, simultaneous two-player action, a trying meteor bonus game, and another bonus level in the form of a memory game, there is plenty to keep you occupied.




### Bottom line

**REQUIREMENTS**

**RED** *essential* **BLACK** *recommended*

1.3 Workbench — PAL Monitor — 1 Mb RAM

**PRODUCT DETAILS**

**Product**
Deluxe Galaga

**Supplier**
Edgar M Vigdal
5830 LUSTER, NORWAY

**Registration**
£5 or $10

**SCORE**

Overall 100%

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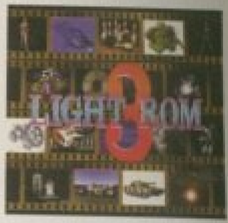
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| | |
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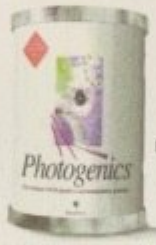
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| Test | FFS | AFS | Units |
|---|---|---|---|
| DirScan | 409 | 1780 | Files/Sec |
| CreateFile | 227 | 1073 | k/sec |
| ReadFile | 244 | 1363 | k/sec |
| Seek and write 4bytes (start & end) x100 | 53.6 Sec | 4.4Sec | |

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# Jurassic polygons

**Digital dinosaurs still seem to be in vogue even two years after the release of Jurassic Park. Frank Nord investigates**

In the beginning the earth cooled, the seas formed, and life came to the planet. That life evolved from single cell animals all the way up the food chain to the dinosaurs which eventually became extinct for reasons still uncertain. Man reached his ascendancy and invented the home computer, for which more men designed the software Imagine 3. Finally, there came Dinoverse from a small company called Kryonix and now we join the story.

Dinoverse is the name of a very cheap set of objects designed for use with Imagine 3 or higher based around a variety of dinosaurs. There are four dinosaurs in the package ranging from the highly-detailed Velociraptor design to the Triceratops. In addition to these four familiar beasties, there is also a selection of prehistoric plants and insects, although, given the differences in scale, you might never end up using them in the same scene together.

## Texture maps

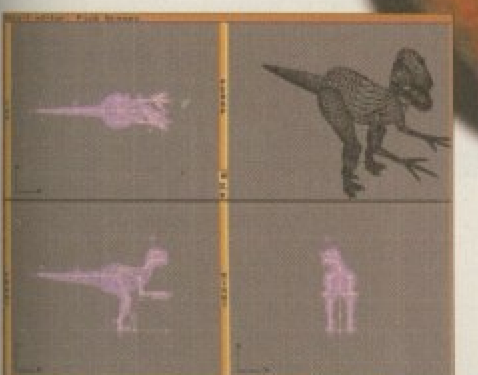
The objects themselves are not modelled in superfine detail, but certainly detail enough for whole body foreground shots, except for the velociraptor which fills a disk all by itself. The texture maps that the author has created for the models are nice, with larger-than-screen sized bitmaps for good surface detail, but there are no separate greyscale bumpmaps for that authentic pebbly skin look.

This is wholly due to Imagine's deficit when it comes to bump mapping an object with a texture. The reason for this is that Imagine 3 uses the Y-axis to determine the apparent extent of the peaks and troughs of a picture used as a bumpmap, which means that positioning and sizing a texture in three dimensions becomes an impossibility. To add insult to injury, Imagine's fairly groovy states function doesn't work properly with bumpmaps, so although you can set a state you can't lock it down. This means that instead of the bumpmap moving with your object it stays in the same place, so that your object moves through the texture. This problem is supposed to be resolved in Imagine 4, but as Kryonix supply the objects without bumpmaps, it's all much of a muchness. In addition to the dinosaur models, you will also find several landscapes that have been saved out of Vista Pro in two versions as low and very low resolution (compared to the originals) Imagine objects which would make a useful background on which to place your saurian actors.

To finish off the scene, Kryonix have provided an animated sky map with 120 frames of animation to overlay onto a cloud object as a transparency map. The sky animation is extremely subtle, so don't expect to see major changes in the sky if you use it. Also, it doesn't loop, which is a shame, so there's no use making your animations exactly 120 frames to take advantage of a loop.

The 10 disk set comes with a printed manual explaining how to install the disks (simply copy them all into a drawer and assign it accordingly) and more importantly, how to actually use the objects in Imagine. The tutorial provided is written in a sparky, clear manner and makes it easy for even the bare bones (if you'll forgive the pun) beginner to get to grips with the awkwardness that is the States function. One thing that must be pointed out is that you probably shouldn't read the manual if you are one of those people who get incensed by poor spelling. Numerous 'their's for 'there's and bizarre punctuation means that the manual has a less than professional feel to it, and I would urge Jeff (the author) to use a spell checker before he does his next print run. Things like this do make a big impression on people and can spoil a very good product. However, at a cost of only £24.99, it is hard to fault the amount of work that has gone into the truly important side of this package – the models.





Kryonix Design's superb Velociraptor object with its head turned using bones

## Jargon box

*Bump Mapping, bumpmaps – bumpmaps are pictures without colour information (i.e. greyscale), that are used by 3D rendering programs to give the impression that an object's surface is bumpy when rendered. If you need to actually deform the surface of an object you have to use a displacement map.*

*States – States is a function in Imagine 3.0 and higher that allows the user to set positioning and texture information for an object. Once you have set several states you can then morph between them with this powerful and under-used feature.*

## Final word

*The objects contained in this set are all of reasonable but not outstanding quality, but the amount of effort that has gone into creating a decent skeleton for them is easy to see. Kryonix Design deserves plenty of support for this collection and Amiga Computing awaits his collection of States-controlled aircraft.*

## Bottom line

### Requirements

RED essential | BLACK recommended

Imagine 3.x

RAM Lots

### Product details

| | |
|---|---|
| Product | Dinoverse |
| Supplier | Kryonix design |
| Price | £24.99 |
| Tel | 01303 243845 |

### Scores

| | |
|---|---|
| Ease of use | 85% |
| Implementation | 60% |
| Value For Money | 90% |
| Overall | 75% |

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# beginners guide Part 2

**If you're a beginner you're at the right place. Steve White explains how you can get the most out of your Amiga home computer and Workbench**

One of the most common problems most new Amigas have is with the AmigaDOS command Install. Install allows you write a bootblock onto a formatted disk so that it will auto load when the disk is inserted. Your Workbench disk has a bootblock.

However, if you only have a single drive, using Install can be a nightmare. The problem arises when you want to install a disk in DF0 (the internal drive) but your Amiga keeps asking for your Workbench disk which it then duly tries to install. The Install command is located in the C directory on your Workbench disk which means that the Workbench disk must be in DF0 at the time the Install command is executed.

Fortunately, there is a neat way round this problem by using the Resident command. Resident simply pre-loads selected files into memory so that they no longer need to be loaded from the Workbench disk.

Open the Shell and type in the following:

```
Ed S:Startup-Sequence
```

This will load up ED, the Amiga's text editor along with the text file Startup-Sequence. Locate the first last Resident command and add below it:

```
Resident >NIL: C:Install PURE
```

Save the edited Startup-Sequence by pressing Esc, x and then Return, then reboot your Amiga with the Workbench disk in DF0. You should now be able to insert a blank disk in DF0 when Workbench has loaded and run the Install command with no problem.




*By making programs Resident in your Startup-Sequence you won't have to load them from disk*

## DISGUISE

If you've used the Shell at all you will realise how boring it can be typing out long-winded commands. And if you make a mistake you have to type the bloomin' thing out again. Or so it seems.

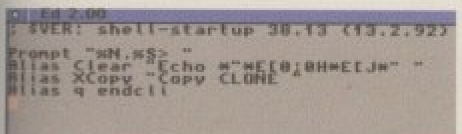
Once again, Workbench comes to the rescue this time in the form of Aliases. An alias is simply a label of your choice that points to a command. Let me show you a better example. Open you Shell and type in:

```
Ed S:Shell-Startup
```

This will load up ED with the text file Shell-Startup located in the S directory. This file actually contains the current aliases and is loaded every time you run the Shell. Below the last alias type in:

```
Alias q endcli
```

Save the Shell-Startup by pressing Esc, x and then Return and finally close the Shell window. Now open it up again and type in q followed by Return. The Shell should close again. The alias has told the Shell to understand q to mean endcli.



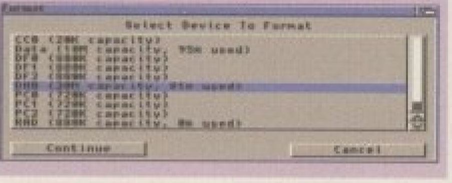

*Cut down those long AmigaDOS commands by using aliases from the Shell-Startup file*

## WHICH FORMAT?

Thanks to its user-friendliness, Workbench makes formatting disks a painless procedure. Just insert a disk into DF0, click it once, and select Format Disk from the menus.

If you look in the System drawer on your Workbench you'll notice an icon called Format as well. By running this program you are not only restricted to DF0 but can also format your hard drive, if you have one, or PC disks provided you have the PC0 datatype in the Datatypes drawer found in Devs (short for devices, which is exactly what disks drives are). You can still use the same options provided by the menu Format Disk option but with the advantage of being able to choose a particular device.

*Using the Format program in your System drawer you can format other devices besides DF0, including your hard drive*



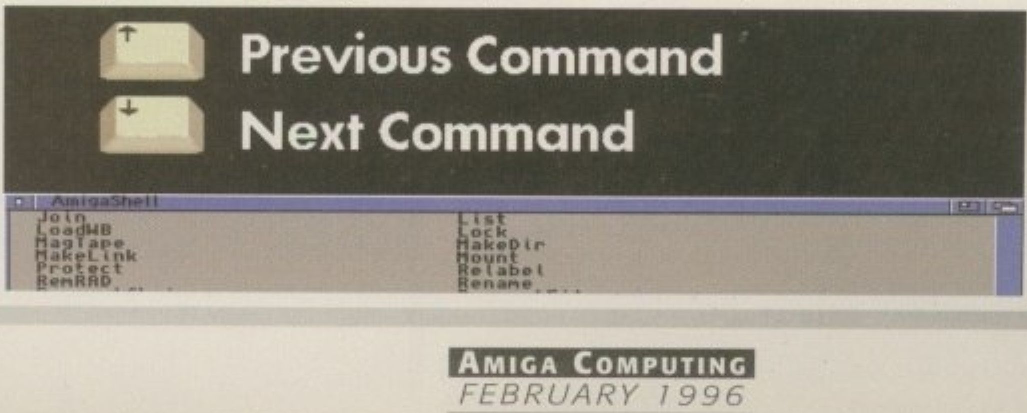

## DISGUISE

When you first get your Workbench the first thing you want to do is load it up and try out everything. But being too adventurerous can have its pitfalls. I, and many other Amiga owners, have fallen foul of the scrolling Workbench.

In ScreenMode you can alter the size of the Workbench display and scroll to any areas not visible in the monitor dimensions with the mouse. Having a Workbench the size of Wembley Stadium sounds exciting but eats up precious memory. Whatever you do, don't save the ScreenMode preferences or you may find that when you reboot later on, Workbench won't load because of insufficient memory. This is not the place for complicated solutions so avoid it at all costs.

## TOTAL RECALL

Pressing the right keys is a precarious business when you're new to the Amiga, and making mistakes in the Shell can be a problem. But by pressing the arrow up and arrow down (cursor) keys Shell will allow you to recall your previously entered commands so that you can simply edit the mistakes you made previously.

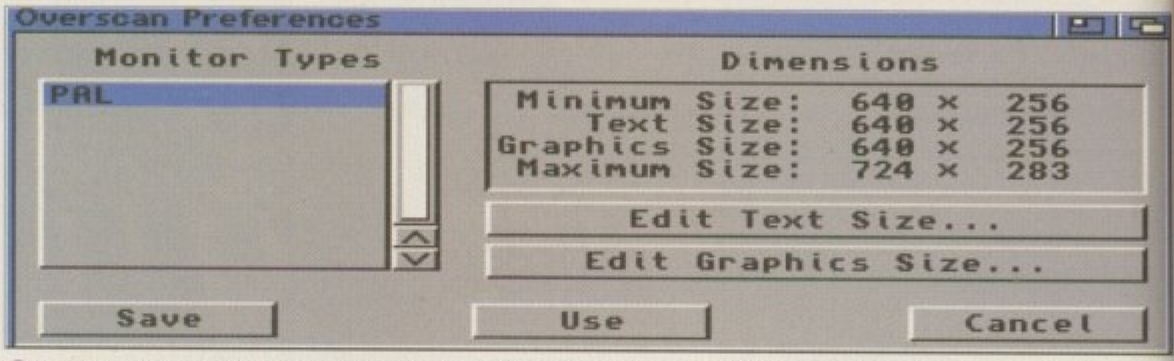



*Don't keep typing out those commands. Use the Shell's buffer function to retrace your st eps*

# BIGGER IS BETTER

If you run out of room on your Workbench desktop there is a way you can make the screen larger. This really only applies to those of you using a proper computer monitor and not the TV.

Go to the Prefs drawer and run the Overscan program. Select Edit Text Size and drag the four perimeter boxes to their outermost limits. Click on use and then do the same for Edit Graphics Size. Now click on the Save button and you will find yourself with a larger Workbench than before. You may need to alter the screen settings on your monitor in order to re-position Workbench.




*Using Overscan in the Prefs drawer you can increase the size of your Workbench without running out of memory*

# A GREAT RECOVERY

If you take a look in the DOSDrivers drawer in Storage you'll notice a program called RAD. RAD is very similar to the RAM disk and is faster than floppy disk drives and hard drives.

RAD is actually a recoverable RAM disk which keeps its contents even when you reboot your Amiga or it crashes. The only time it is emptied is when you turn the Amiga on and off from the power supply. Obviously, if you're running from floppy disk RAD can prove an invaluable ally.

You can copy files to and from RAD by simply selecting the directory RAD: or by double-clicking on the disk icon on the Workbench desktop. As an example:

```
Copy RAD:testfile to df0:
```

If you want RAD to automatically be run every time you boot your Amiga you can simply drag its icon to the DOSDrivers drawer in the Devs directory. It's as simple as that!

## Jargon box

*Install* – this is an AmigaDOS command that writes a bootblock to a formatted disk so that it will automatically boot by itself

*DF0* – the name of the Amiga's internal disk drive. Subsequent disk drives are labelled DF1, DF2 and DF3

*ED* – ED, short for Editor and another AmigaDOS command, is the Amiga's personal text editing program.

*Startup-Sequence* – this is a text file located in the S directory on the Workbench disk. When Workbench is booted the Amiga looks for this file and runs any commands in it. You should leave the Startup-Sequence alone, entering your own commands in the User-Startup text file also located in S.

*Resident >NIL: <DOS command>* – Resident is an in-built command that tells the Amiga to load the specified DOS command into the RAM (Random Access Memory) disk so that it no longer needs to be loaded from disk.

*Shell-Startup* – this file is loaded by Shell and contains all your aliases

*Alias* – this function allows you to assign short-cuts to AmigaDOS commands in the Shell-Startup

*ScreenMode* – this program resides in the Prefs drawer and allows you to set the resolution, size and colours of your Workbench

# ICONS

When you start to personalise your Workbench and start designing your own icons (everyone does it), you'll realise that the RAM disk can't have a disk icon attached to it. This is because when you reboot your Amiga everything in RAM is erased – including any icons.

Once again, there is a solution. First create yourself an icon in IconEdit and make sure it is a disk type. Now save it as RAMIcon to your S directory. Load your User-Startup file into ED as explained above, type in the following and then save it;

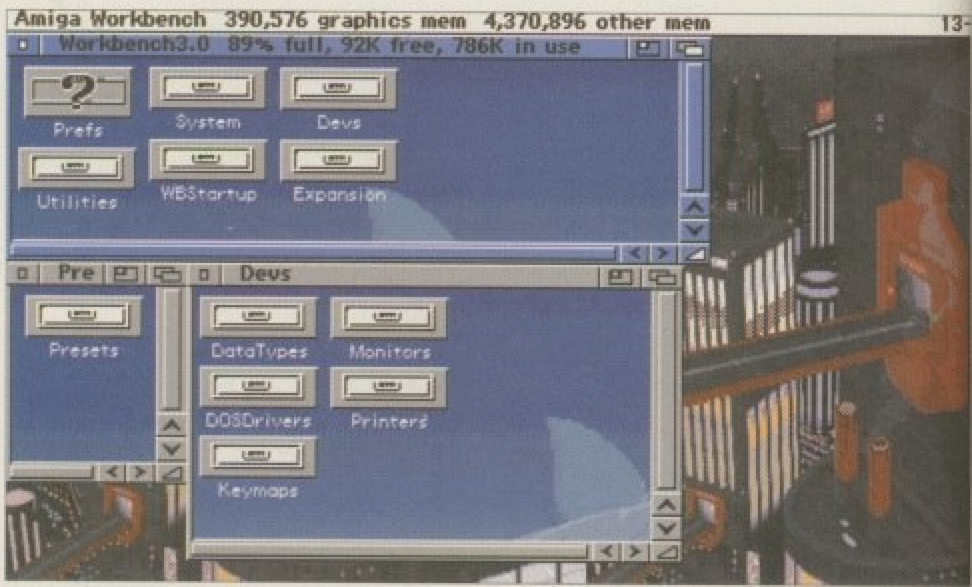
```
copy >NIL: S:RAMIcon to RAM:Disk.info
```

This copies your RAMIcon icon in the S directory to RAM as disk.info (the name of disk type icons) when Workbench loads. Provided you have done everything right you should see your icon on the Workbench screen with Ram Disk underneath.

# SETTING THE SCENE

When you first load your Workbench disk it looks rather bland. This is because it is preset to display itself in only four colours. You can change this by altering the amount of colours in the ScreenMode program located in the Prefs drawer. However, you should be warned that using more colours takes more of your Amiga's memory and slows down Workbench quite considerably.

If you have Fast memory, using more colours won't be a problem and you can customise your Amiga to your heart's content. Just look at how exciting Workbench can really be.



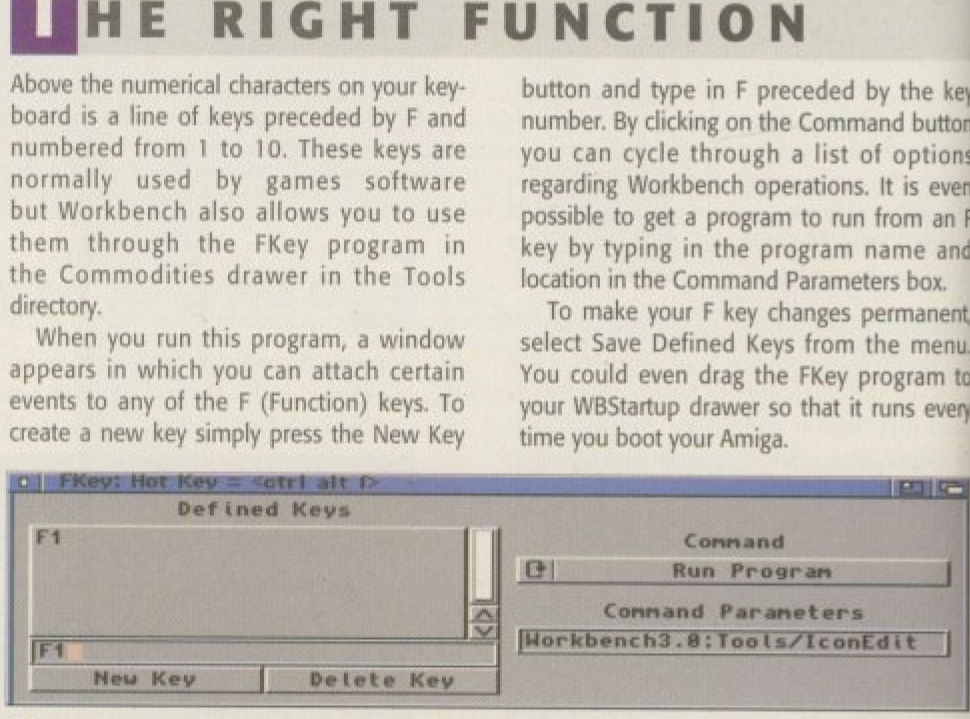

*Workbench looks initially bland but you can personalise it to your individual taste with little effort*

# THE RIGHT FUNCTION

Above the numerical characters on your keyboard is a line of keys preceded by F and numbered from 1 to 10. These keys are normally used by games software but Workbench also allows you to use them through the FKey program in the Commodities drawer in the Tools directory.

When you run this program, a window appears in which you can attach certain events to any of the F (Function) keys. To create a new key simply press the New Key button and type in F preceded by the key number. By clicking on the Command button you can cycle through a list of options regarding Workbench operations. It is even possible to get a program to run from an F key by typing in the program name and location in the Command Parameters box.

To make your F key changes permanent, select Save Defined Keys from the menu. You could even drag the FKey program to your WBStartup drawer so that it runs every time you boot your Amiga.




*You can attach certain Workbench functions to the F1-F10 key by using FKey in the Commodities drawer in Tools*

# THE WORLD's FASTEST AMIGAS ARE ON THIS PAGE!



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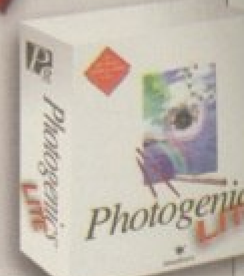
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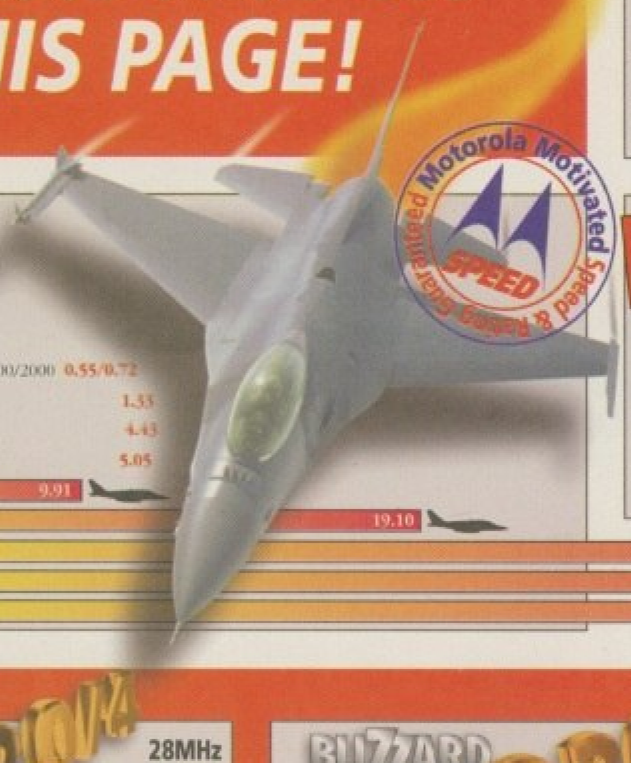
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*Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).*

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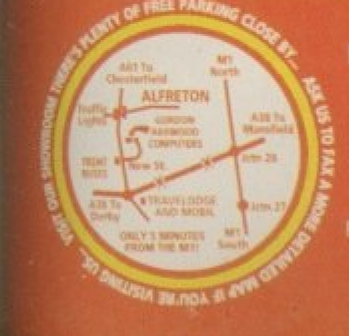
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# System

**Your essential guide to Amiga gaming**

## Reviewed



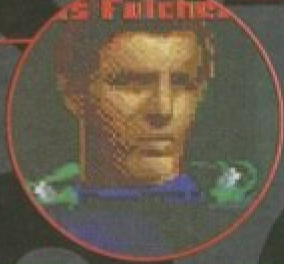
### Worms

The best game of the year? We think so, because we haven't stopped playing it since it arrived



### Breathless

Fields of Vision make their debut on the Amiga with one of the best Doom clones money can buy



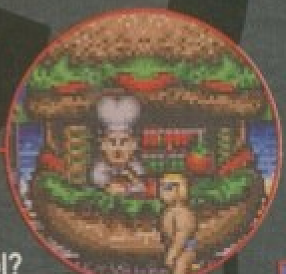
### Star Crusader

Gametek's space epic steps out into the warm sunshine that is the Amiga and, unfortunately for them, it begins to rain



### Sensible World of Soccer 95/96

The promised update has finally appeared. No more bugs, no more crashes, and no more Paul Ince at Man United. Hurrah!



### Hillsea Lido

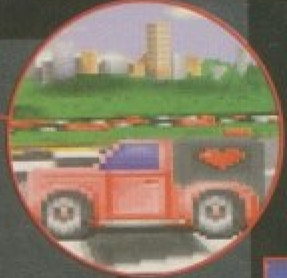
The Theme Park-like game is here! Can you possibly compete with the likes of Blackpool?



### Dungeon Master 2

Wizards, Warriors and little Viking's with small Unicorns. No, that's Dungeons and Dragons! Oh, lordy!

## Previewed



### Extreme Racing

A first-person perspective racing game. Is it Mario Kart? Is it any good? Does it play like donkey? All the answers are here...



### Tennis Champs

The summer has now gone. That's why we always get a tennis game. I don't know why? And, more importantly, I don't care why

## Hints and Tips



After many weeks of intense gameplay we almost managed to complete Flight of the Amazon Queen. Here's the first part...

By Andy Maddock

## No news shocker

It's true, I'm afraid to say, although we *are* brimming with games as usual and we've even had to leave some out! My god, what is happening! As far as news is concerned, we're a little short. By the end of the month my big 'News' file is usually brimming with faxes and transcribed telephone conversations, but all I could find when I looked was a hairy half-eaten apple, which I forgot all about – but finished without haste.

But don't despair! There are enough Doom clones coming out over the next few months to keep us going for ages. There have been so many, surely everybody is losing track of which one's best. Hopefully we'll have a definitive Doom guide sometime during the future when we'll be looking at every single aspect of each game to reveal the champion of champions. Sounds exciting? Probably not.

Why don't you tell us what you think? Write to us at the usual address.

## Weapons at the ready

We can always rely on OTM for a bit of exclusive news. Yes, they're back with the latest information on some new releases they've managed to latch themselves onto.

First up is a game entitled Watchtower which is basically a top-down 'Commando'-style arcade war game. There'll be a simultaneous two-player mode, several weapons, three different types of terrain including desert, jungle and city, six long and challenging missions, adjustable skill levels, and end-of-level guardians. Instead of it sounding like a first in gaming entertainment, it looks like the old arcade 'Commando' re-visited, jazzed up and ready to roll.

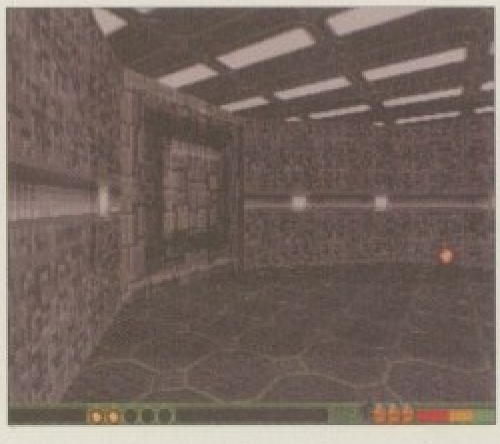
The game's being developed by CyberArts, a name that sounds familiar, but I can't think why. They are from Finland and apparently are set to thrill and excite games players everywhere.

## More Doom. Marvellous

Guildhall Leisure have finally got around to releasing their data disk for Gloom. It's called Gloom Deluxe and features new levels, beasts and all sorts of things.

The whole interface has now been re-written. For example, you can now play via a modem, choose a screen resolution as well as a screen-mode, and even play in a Workbench window. You can now use the virtual i glasses as well as various graphic cards. It is ECS and AGA compatible and you can basically customise it completely to suit your own needs. Finally, you can finally play it in super Hi-res.

The whole thing looks like a vast improvement over the last and hopefully we'll give it a full low-down in the next month or two in our Doom special. Hurrah!

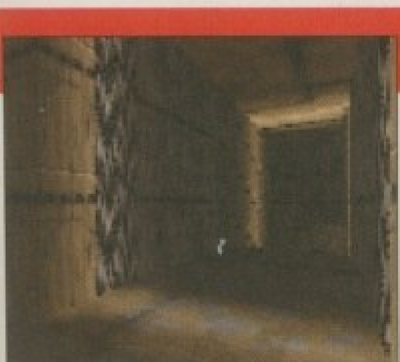


*The sequel has now arrived with more missions than ever before*




*The whole interface is now completely configurable, so you can finally play it how you want to*

## A new breed



*As you can see from this screenshot, the sequel to Alien Breed 3D is looking pretty good*

No sooner had Alien Breed 3D hit the shelves than Alien Breed 3D special edition is already on its way.

The programmer has managed to re-write the original 3D engine and managed to get the graphics up to the level of Breathless and the brand new Nemac IV. Like Breathless, Alien Breed 3D will include minor additions such as being able to look up and down as well as major additions such as a level editor.

There will be supports for graphic cards such as Picasso II, and you will be able to alter the pixel ratio from 2:2, 2:1 to 1:1. This is essential because some people prefer to play fast on a small screen, or dismiss the graphics for a full sized screen. It's all down to a matter of taste and opinion.

You will be able to load all the original levels from Alien Breed 3D into the editor and twist and change them as much as you like – or even design completely new ones. Not only that, you will be able to draw your own aliens, add mission text, and even make new sound effects.

From these screenshots it looks like this is going to better the original Alien Breed 3D and that got 91 per cent in our review. Can the best get better? We'll find out next month when we'll hopefully bring you a full preview.

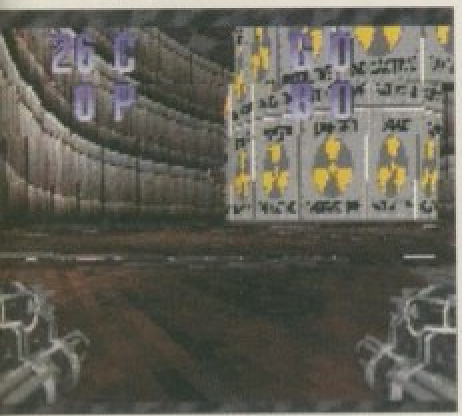
# Even more Doom

es, I'm afraid so. Just when you thought we'd shut the door n the face of Doom clones comes Nemac IV. We are currently chasing up a review copy so we'll hopefully bring you a preview next month. It's by a German team, and programmed by Stefan Schlott – a name previously unfamiliar to a lot of you, including me.

Basically, yes, it's another Doom clone, although this one appears to be slightly more special then the rest. For instance, the new virtual i glasses will be compatible, and virtual reality is something which Doom on the PC has yet to feature.




*Take a note of the weapon you carry. It's slightly better than the weedy pistol you always get in Doom*



*Nemac IV will be available very soon. Keep watching these pages for a full review*

We saw this demo on a recent upload from Aminet. The graphics ran at a horrific rate and the sound effects were the best yet on any other Doom clone. The explosions were pretty graphic and it plays far better because you have to collect codes from various computers dotted around the maze to unlock the doors.

Also on Nemac IV you can select the screen size from absolutely anything as well as the resolution.

# Gloom competition results

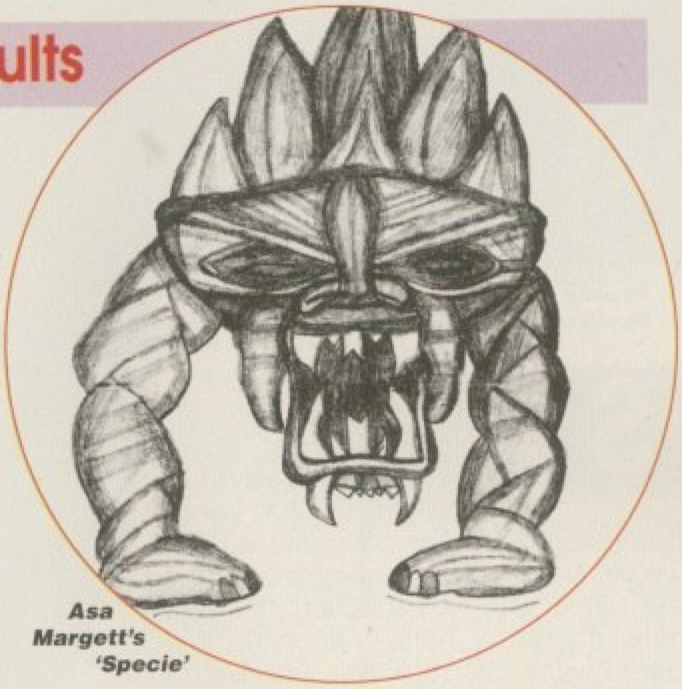
Hurrah! We are pleased to announce that after sifting through the many mail bags of entries we have found a winner to our Gloom competition. Admittedly, it did take us around 2 or 3 minutes to actually find one. And as we promised, we have printed the winning entry.

We received some excellent entries including one from James Stansfield from Jersey who sent us a disk! Wow, it was a very scary disk – it was a grey. Clever that. When our Technical Editor suggested we see what was actually on the disk, there was another monster! Blimey he's spent some time thinking up that.

Another good entry was Yorkshire lad, Liam Walker's Angel of Death. He drew it from all different angles and for a 13-year old it was a cracking effort!

Michael Garcia's Aguantos was also very good. And there were three of the funniest entries ever. Firstly David Torres from Watford and Javier Ospina from New York kindly set us in their entry form without an entry. Good try lads, but the sheer audacity of it will win you absolutely nothing. And although Ben Finowski's entry didn't actually win, check out the witty humour. In second and third place we shall award Liam Walker and James Stansfield for their efforts with a copy of Gloom.

Finally, the winner is... Asa Margetts and his marvellous Specie. Congratulations – the CD32 and Gloom will shortly be in the post. Be patient though!



**Asa Margett's 'Specie'**




**Ben Finowski's comedy monsters**

## System Selections

### Fears

Score: 92% Issue 93

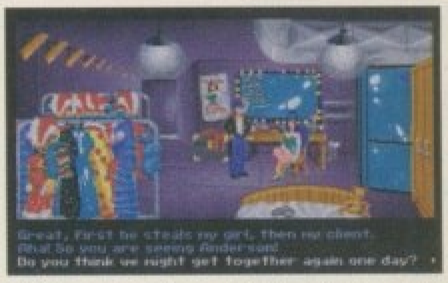
It's been a bit of a Doom fest over the last few months, and after hearing exclusive news that around three are planned to be developed over the forthcoming months, it looks like we'll have to do Doom special.

Only two of the Doom clones have really shined so far – Fears and Alien Breed 3D. I feel that Fears was and still is the best, although, not many people actually agree with me.

Pure and simply, Fears was the most fun – it may have not had the technical superiorities over games like AB3D but it still had me at the Amiga for a number of weeks.

### Flight of the Amazon Queen

Score: 93% Issue 94



After months of speculation, Flight of the Amazon Queen touched down with quite a bang, knocking up a highly respectable score of 93%. Although many gamers still believe that Monkey Island holds a special place in the heart, you can't help but make room for FOTAQ. Featuring superbly animated sequences and sarcastically pleasurable dialogue, Flight of the Amazon Queen is and always will be excellent fun.

### Alien Breed 3D

Score: 91% Issue 94

This Doom clone arrived very shortly after Fears and Gloom. The developers were none other than Team 17 so we knew this was going to be a quality product. This is by far the most Doom-like game on the Amiga.

### Leading Lap

Score: 90% Issue 95

After MicroProse announced Formula One Grand Prix 2 was only going to be developed on the PC, a huge grey cloud covered the sunshine that overwhelmingly shone on Amiga gamesplayers everywhere – crushing all hopes.

That was until Leading Lap was released and what a cracker! Featuring some excellent polygons which shifted at a horrific rate, Leading Lap was the premium racing game.

### Coala

Score 91% Issue 95

Empire Interactive have finally dipped their toe into the stream of Amiga games to bring another quality product into the world.

Coala was its name, and cuteness certainly wasn't its game. Featuring Apache helicopters and loads of missions, a chopper extravaganza was in order and I was there with mine! A marvellous game with fantastic graphics.

# Dungeon Master 2

## The Legend of Skullkeep

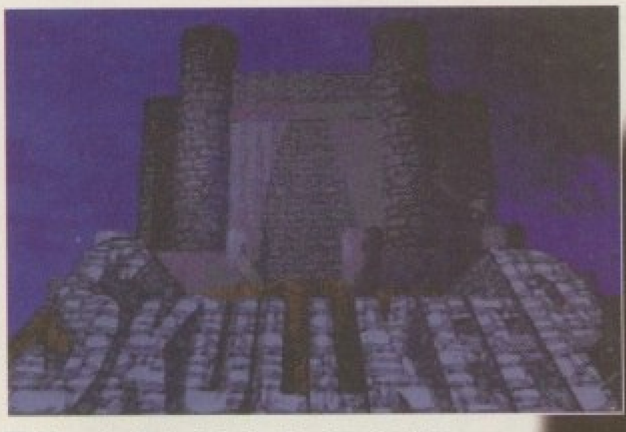
Reviewed by Tina Hackett

GRAPHICS 64%

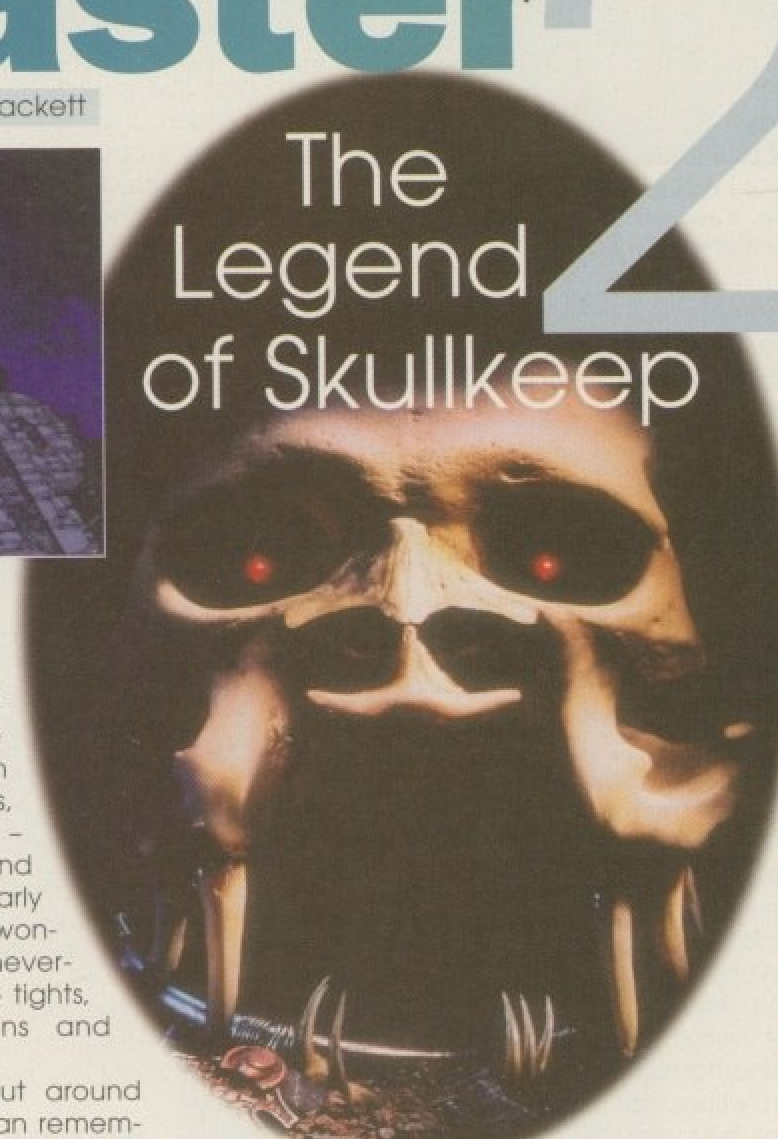
SOUND 55%

GAMEPLAY 73%

OVERALL 70%



*Spooky heh, this is the foreboding Skullkeep, a place of adventure etc*



Sequel time again and it's one that die-hard fans of role-playing games have been wetting themselves in anticipation for for years, particularly Neil, our coverdisk editor – we've literally been swimming around the office with Neil shouting "It's nearly here, it's nearly here.' Personally, I wondered what the attraction was, but nevertheless I donned my trusty green RPG tights, wizards wand, and magic potions and teleported myself into RPG land.

Apparently, the original came out around 1987 as far as anyone in the office can remember, so those who enjoyed the original have been waiting a long, long time for this sequel. But their patience has finally paid off and the game is here, packed with enhancements and new challenges.

The original apparently sold in excess of a quarter of a million copies and if this is anything to go by, it's successor *should* attract a huge amount of interest. But we have to remember that this was nine years ago and demands of today's gamesplayers have altered

**PUBLISHER**
Interplay

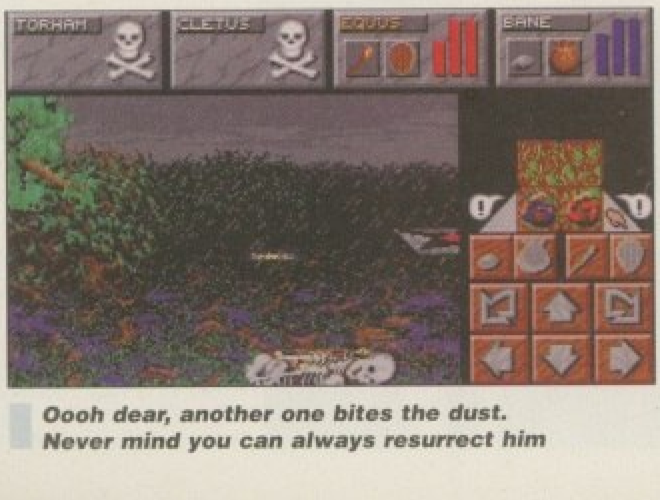
**DEVELOPER**
In-house

**PRICE**
£34.99

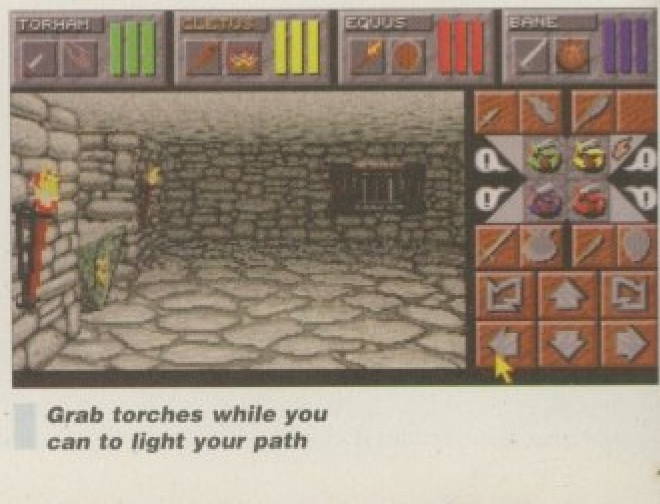
**DISKS**
Quite a few

**HD INSTALL**
Yes, 9Mb free space

**SUPPORTS**
A1200, 2Mb min




*Oooh dear, another one bites the dust. Never mind you can always resurrect him*




*Grab torches while you can to light your path*

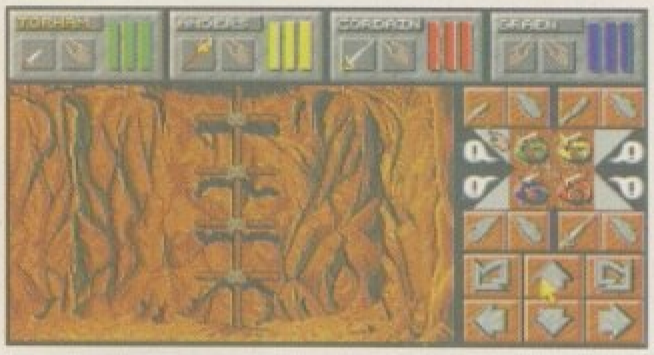
## you'll like it... but not a lot...

Magic (sorry, magick) plays a huge part in the game and you'll have to put some effort into learning its ways. First of all you will need Mana. Each adventurer has a different amount and it is a good indication of their overall spellcasting skills. Then, as they say, practice makes perfect and before you can go off casting your large spells, you need to practice their weaker forms.

Magick Maps are also available and lets wizards and priests check out their surrounding environments. A basic map shows stationary objects but the more advanced can show hostile creatures or mana-laden items.



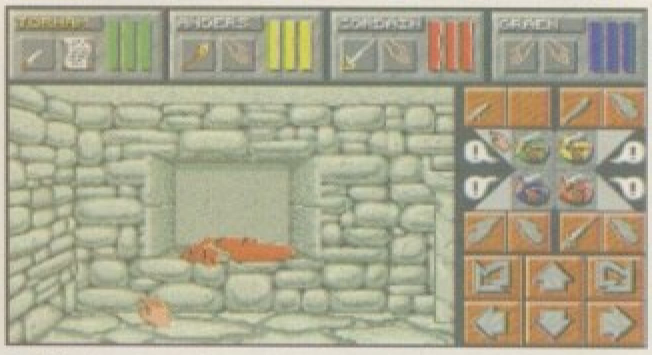
**Choose your team mates carefully**



**It takes a while to navigate around your setting**



**Check your possessions on the inventory screen**



**Wooh, a spooky dungeon setting**

dramatically. You start your travels in a dingy dungeon (surprise) and your task is to prevent Dragoth's minions creating the Zo gate that will allow him to enter Skullkeep (eh?). First of all you will have to check out the Cryochambers. In each one there is a potential Champion – someone you can select to be on your team. Each has particular strengths and weaknesses and you will need to choose carefully because you are stuck with them for the rest of the adventure.

Setting off along the dimly lit corridors, you must look carefully for anything that may help you on your travels. There are the usual problems to solve like finding a key to get through doors. You also need to collect and more importantly read, scrolls which impart vital clues. When you find your way out of there, watch out because no sooner you have set off then you are attacked by hideous monsters which you'll have to destroy. Don't fear, though, if one of your characters gets destroyed because you can always bring them back to life in the resurrection alter – but use with caution because every time you do this, the Champion will be weaker than before.

And that's just a small slice of the game. There is absolutely tons to it and will keep the most hardened of adventurers happy for a good while. On top of this, you also have your magic spells to cast and the many monsters to deal with – which, incidentally, are different from last time in that you can employ tactics, particularly of the running away kind (my own favourite when dealing with such foes).



**Graphics are rather basic but do conjure the environment well**

## The final word

I must admit, the game did pleasantly surprise me and it wasn't as bland as I'd at first feared. Thrill seekers won't find the ultimate adrenaline rush here but a bit of patience pays dividends and you do feel well rewarded for your troubles. Some of the battles can be a bit tedious but you can run away should you want to.

The graphics have kept the original style but this does leave it all looking rather dated and some of the monsters are quite laughable. Saying that, though, the improved atmospherics do something to increase realism (I'm not sure what exactly, because no matter how hard I try I can't convince myself that I'm a muscle-bound warrior called Torham). Sounds and graphics work well in portraying the surreal world and the overall look is effective.

The game is rather more expensive than usual so you may want to take this into account. Put is this way – if you're a fan of the genre and have waited for this for a long time then you won't be disappointed, but on the other hand, if you're little more than a casual admirer, then think carefully – it's not a modern game, it takes patience and appears quite dated. All the same, it's nice to see an old concept revived.

‘Thrill seekers **won't** find the ultimate adrenaline rush here but a bit of **patience** pays dividends and you do feel well **rewarded** for your troubles.’

## Collectables

**The Scroll** – this can provide hints and instructions for spells

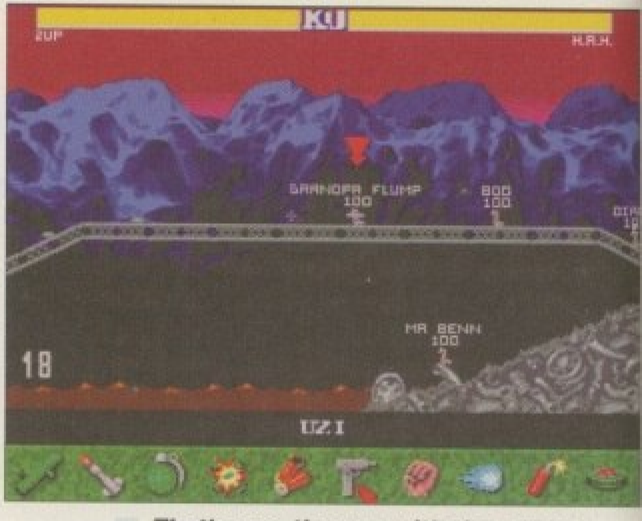
**Keys** – hidden in all cunning places, the key is needed to get beyond the doors

**Weapons** – extra arms can be picked up and can be used later on the tougher foes

**Coins** – money makes the world go round so the more you can get, the better

After all the hype, it's finally here – the end product, the final boxed version for which we saved ourselves. Yes, it's Worms, and after what seems like an eternity we have the game everyone's been waiting for. And we do mean literally everyone because the game is available on PC, PC CD-ROM, Mac, Mega Drive, SNES, Playstation, Saturn, Jaguar, CD32, Gameboy and Amiga – the machine the game was made on.

Programmed originally by Andy Davidson on the Amiga, he sent the game to Team 17 who wanted to publish the game multi-format and the rest is history, so they say. It's certainly heart-warming to see that these new generation of high tech machines with their glossy games are interested in anything our humble machine has to offer, and if first impressions are anything to go by it certainly looks like it won't disappoint.




*That's you, the one with the arrow above your head. Now to find a victim...*




The idea behind it, if you don't already know, is that you are placed in control of a team of Worms and quite simply you have to obliterate the opposition in all manner of cunning ways. It does require a fair amount of skill, though, because the other team are all trying to do exactly the same thing.

You have a number of different weapons at your disposal and there are also different ways you can defend yourself. Each worm is dotted around the landscape and according to the

| | |
|---|---|
| GRAPHICS | 80% |
| SOUND | 75% |
| GAMEPLAY | 90% |
| OVERALL | 91% |

Reviewed by Tina hackett

# Worms

## Gentlemen – choose your weapons

*Each weapon works in a different way and it's best to select them to suit your chosen strategy. Here are a selection of some of the best.*

**The Sheep** – this is in rare supply and is only available from a weapons crate which is dropped onto the ground. The sheep is actually a deadly weapon that will charge into your enemy and explode.

**Airstrike** – an eight-bomb airstrike can be directed to a certain area and can wipe out a number of worms

**Kamikaze** – if desperate, your worm can carry out a move that ends in self-sacrifice. He charges himself into a crowd of worms which will send them flying, even though he has to die for the cause.

**Homing Missile** - ahh, the traditional are sometimes best. Launch the missile and watch it hurl into the sky and towards the enemy. You need practice though to estimate the most likely path it will take.

**PUBLISHER**
Team 17/Ocean

**DEVELOPER**
Andy Davidson

**PRICE**
£29.99

**DISKS**
3

**HD INSTALL**
Yes

**SUPPORTS**
All Amigas 1Mb
(2Mb recommended to access all the levels)

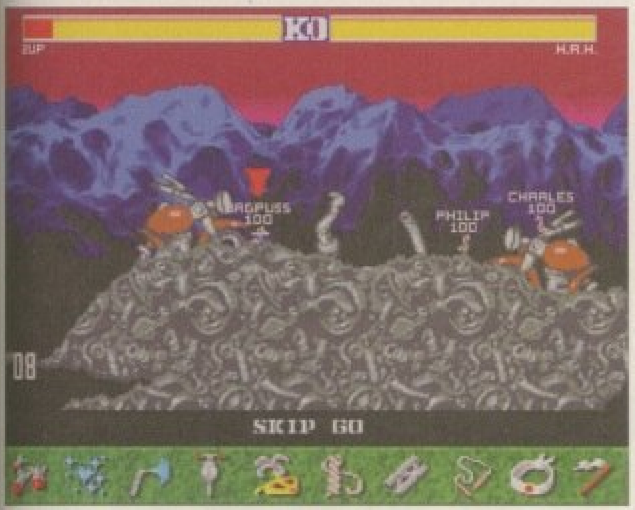


*Some of the various weapons on offer*

## CD32 too!

The joys of Worming are also available for the CD32. It's pretty much the same as above but has the added bonus of animations, choice of sound track, and lets you play your own audio CD's in the background.

You can still save data through the NV-RAM. Control is via the control panel which works as well as the traditional mouse and keyboard.

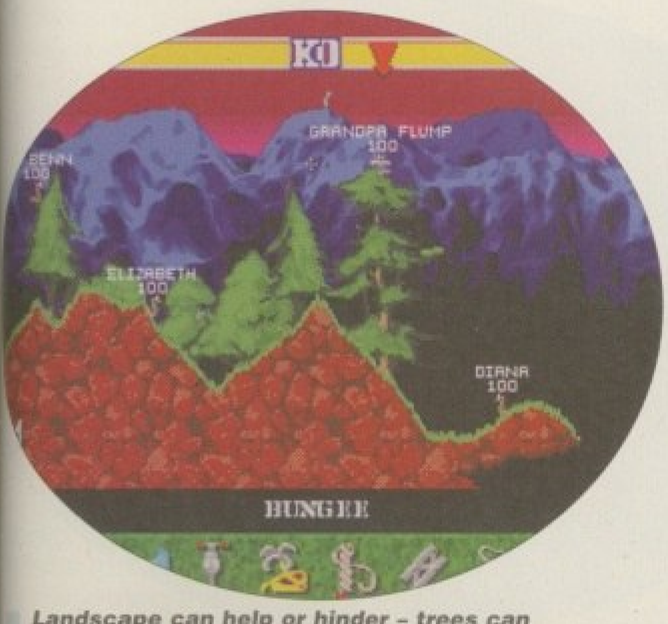



**When things aren't going your way you can always surrender... coward**

environment, you can find yourself on unforgiving territory such as the desert with no trees to hide behind, or a cliff face which leaves you exposed to your rivals.

You simply choose a weapon, take aim and fire. If you hit a worm or he hits you, you are treated to all kinds of bizarre squeaks and sounds like 'Stupid' (if you make a mistake) or 'Fatality' (when a worm meets his doom). It sounds quite bloodthirsty but as you've probably gathered, it's all done in a light-hearted way, and before any moralists harp on about blood and violence in games, the whole thing is in a cartoon style with animations, comical sounds, and some great (if rather small) worm characters. And what brilliant fun it is too.

However, there are a couple of niggling little things which could be improved. The teams of Worms all look identical and it would have been good if you could tell them apart immediately with the use of colour coding. It's all very well giving them names that show which team they belong to, but sometimes they overlap on the screen and make it very hard to read. But apart from this, it's near to perfection and pretty much everything you would want from a game.




**Landscape can help or hinder – trees can provide protection or can be an obstacle**



**Airstrike – worm debris scattered everywhere**




**Yum, an exploding worm – I wonder if they can join themselves back in the middle?**




**The cartoon style will bring a smile to even the most miserable**


'Hours of entertainment from **one** game – who'd have thought that a garden invertebrate could be so much **fun?**'


## Final word

Worms doesn't have an intriguing plot, it doesn't have high-tech graphics, and neither does it have sophisticated gameplay. So why is it perhaps one of the most appealing and addictive games of all time, and why is it appearing on so many platforms? What is its elusive quality that makes me and countless others in the office want to sneak back for just one more go? It's hard to fathom out – I mean the gameplay relies on the age old Scorched Tanks style and the graphics aren't the most advanced, but somehow it works, and works very well indeed.

The worms have a character all of their own and there's nothing more satisfying than watching your opposing worm being blasted into oblivion. It's brilliant as a multi-player game too and perfect party entertainment should you tire of playing Pin the Tail on the Donkey as 16 friends can all play at once. You are also guaranteed variety because each time you play the land is randomly generated, and there are just so many tactics and weapons to learn to use that every game will be different.

And it doesn't end there. If you have Internet access you can keep an eye out for hints and upgrades on the Worm dedicated site which can be found at http://www.team17.com/t17/t17worm.html.

Another bonus is that if you get bored with the backgrounds on offer, you can create your own landscapes using a package such as DPaint. Hours of entertainment from one game – who'd have thought that a garden invertebrate could be so much fun?

# Flight of the Amazon Queen

**Stuck** on Warner Interactive's **excellent** adventure? Pick up some **tips** here

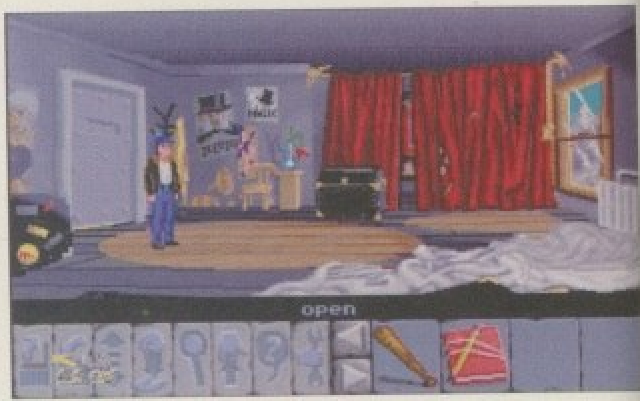
You play Joe, a dashing young adventurer and first off you find yourself locked in a dressing room by arch enemy Anderson who firmly intends to use the Amazon Queen to transport the glamorous Faye to her Brazilian film location. Pick up everything you can find obviously lying around then use the curtain cord and pick up the wig which is lying behind it in the recess. Pick up two lots of sheets from the floor and you'll see a laundry chute. Join the two sheets together to make a rope and then fix the rope to the radiator.

Use the rope, climb down the chute and drop into the basement. There's a door over on the right but it's locked. You can only pick up a few items off the cupboard so you'll need to move the ladder to be able to pick up some amusing comedy breasts and a crowbar from the box of crowbars.

Head up the stairs to the left but if you try and get Joe past the heavies by the door they'll throw him back in the locked room upstairs, so only go as far as the reception and talk to the bellboy about the key. If you say that you're a friend of Lola the bellboy will let him have the key so take it and head downstairs. Use the key on the locked door and move inside.

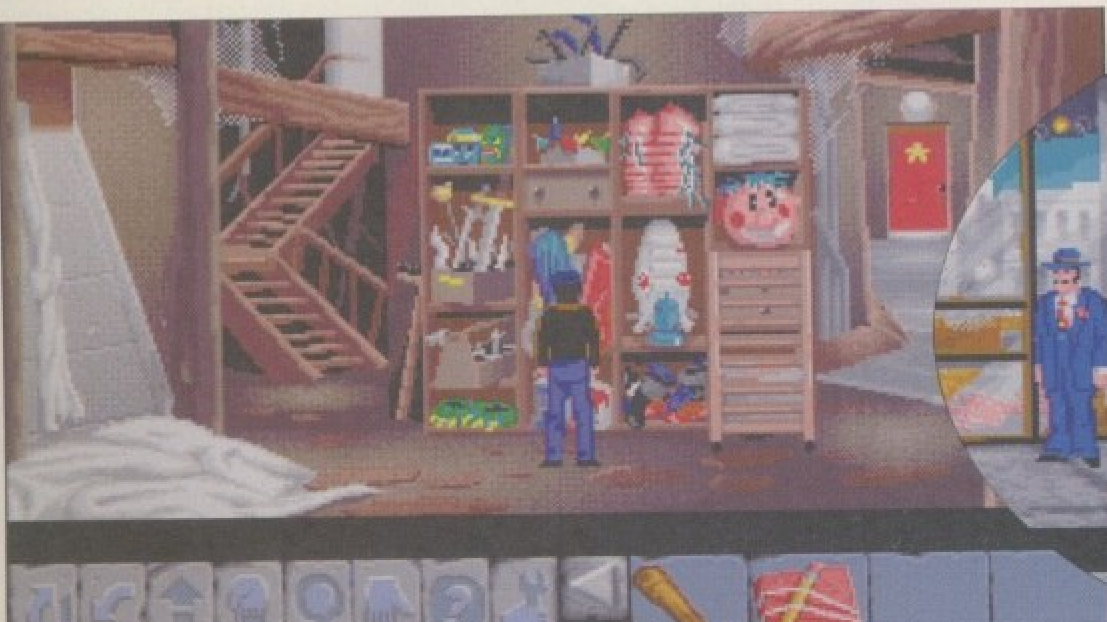
When you talk to Lola it becomes apparent she's clearly an old flame of Joe's but now she's seeing your arch enemy Anderson. Ask Lola for help and after she's moaned about you for a bit she gets in the shower and demands that you bring her a towel before she'll get out. To accomplish this you need to climb back up the sheet rope into the locked room and use the crowbar on the chest to find a lovely, fluffy towel. Take it back down to Lola and she'll get out of the shower before, somewhat bizarrely giving Joe a sequined dress. Use the dress in the basement and, combined with the comedy breasts and the wig you can just about pass Joe off as a woman.

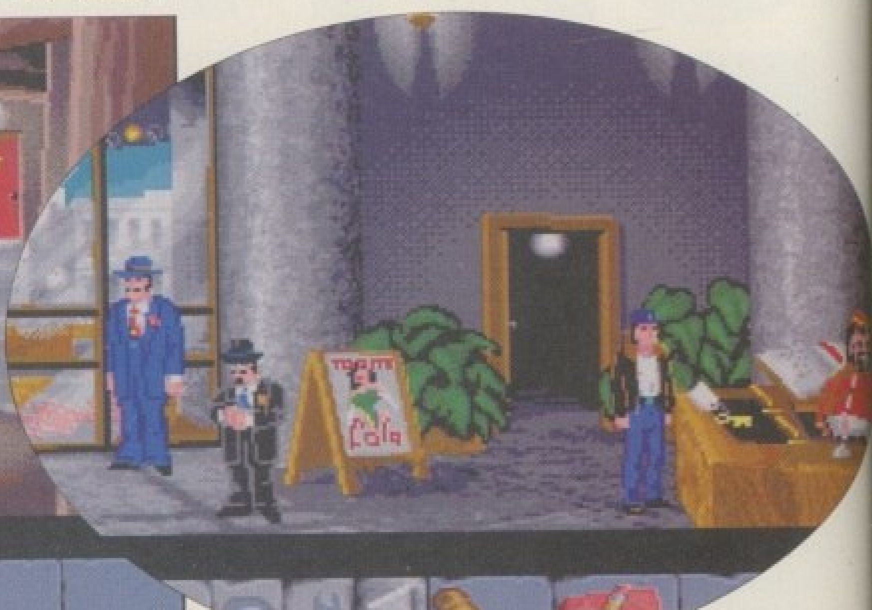
Walk over to the stairs and you should be able to get through the foyer. Even though they're a bit thick the doormen will soon realise they've been




*Your first task is to escape the room you've been locked in by Anderson*

*The comedy breasts could come in handy later on*





*Talk to the bellboy to get the key*



Meanwhile the mad scientist demonstrates his machine that turns humans into dinosaurs

duped and give chase. Change back into your normal clothes then find the oil hidden under the hay. Throw the chicken and then use the oil on Rico's car, splattering the windscreen and making him crash.

Joe arrives at the airport just in time to stop Anderson taking Faye away. Whatever you say you'll end up punching Anderson, so you can have a bit of fun with the insults should you want to get in a slanging match. With the storm brewing it's time to get in the plane and fly over the Amazon rainforest where, predictably, you'll get struck by lightning almost immediately.

When the plane crash lands your main objective is to recover as many useful items as you can. Open up the duffle bag and take the lighter and knife. Look at the waterlogged seats and you'll find a comic coupon, the only bit that survived from Sparky's Commander Rocket comic. Sparky is absolutely devastated by the loss of his comic, as you'll discover when you talk to him, at which time he'll also give you some beef jerky.



The doormen realise they have been conned by your disguise and give chase

Open the hatch and walk over to it. The water outside is swarming with piranhas so give them the beef jerky and move Joe onto the giant lily. Cut the lily free by using the knife on the stem then pick up the broken propeller and propel the threesome to the bank by using it on the lily.

Sparky tells you of his need to find a 'Commander Rocket versus the Mob' before Joe sets off to find a telephone. Head north into the screen. From now on east is to the right of the screen, south for the front and west for the left-hand side. Joe bumps into Wedgewood the parrot who prattles on about how Princess Azura has been captured and how Trader Bob is now her only hope. As Wedgewood flies off, cut the vine with the knife and carry on down the trail.

Soon Joe's path becomes blocked by a huge gorilla, so head back past the plane and see what's to the south. The broken bridge can be repaired using the vine, allowing you to cross to the other side an get to the banana. Unfortunately the Gorilla is not interested in the banana so you're forced to engage it in conversation. Talking to it will uncover that gorillas live in Africa not South America at all and then, confused by your argument, it will have a terrible moment of self doubt and explode, clearing the path and making a bit of a mess at the same time. Go up to the pinnacle from where you can see every location that you'll be visiting throughout the rest of the game. However, your main priority is to find civilisation and work out what on earth the parrot was blathering on about. You should now head downhill to Trader Bob's.

In the meantime, Faye has a bit of a tantrum about being left at the crash site and throws a bottle of her perfume at Sparky and stomps off into the trees.

Wander through the pygmy village and into the shambles that is Trader Bob's. Bob knows a lot about what's happening in the jungle, including some rumours about the factory where everyone seems to think Princess Azura is being held. Most of what's on display in Bob's isn't for sale although the records, the nets, the alcohol and the vacuum cleaner are. Trade the beef jerky with Bob in return for some money and then buy the battery powered vacuum cleaner with it.

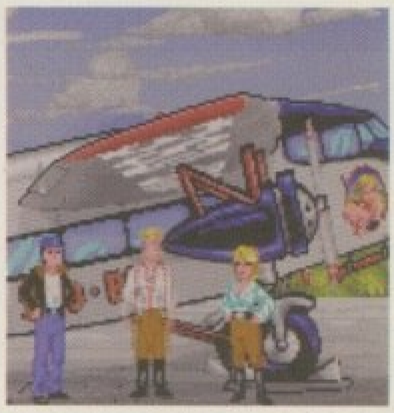
Talk to Wedgewood the parrot and then to Naomi. She learned English from the missionaries and is worried about her date that night with Bob and would willingly swap her hairdressing scissors for some perfume. Leave the village and on the way it will be worth your while talking to the Witch Doctor. You won't understand what it has to say yet but when you meet the missionaries you can get a translation.

At this point Frank is in his secret lab chuckling to himself about turning amazon women into dinosaurs and so on, and you should be climbing that pinnacle again. The missionaries live in the jungle so head off there. Take the north fork in the path then head over the fallen tree and past the three-toed sloth.

When you get to the next clearing Joe meets Bud and Skip who're two professional explorers. Talking to Bud reveals that they're trying to get recaptured by the tribe of Amazon women as they were released last time as a result of Bud's embarrassing heat rash. He says that he'd pay a fortune for a cure. Talk to Skip and you'll discover that he's into the same comics as Sparky. Sparky wants a Commander Rocket versus the Mob issue, which coincidentally is the one Skip has got and he very kindly gives it to Joe. Read the comic yourself for an added bonus.

● *And that's your lot for now, I'm afraid. We'll be bringing you the next part sometime in the near future – we hope so anyway...just as soon as we get further ourselves...blast...*

‘ **Bob** knows a lot about what's happening in the jungle, including some **rumours** about the factory where everyone seems to think **Princess Azura** is being held ’



You get to the airport just in time.....




...to smack Anderson in the mouth!

Reviewed by Andy Maddock

# Sensible World of Soccer 95/96

| | |
|---|---|
| GRAPHICS | 89% |
| SOUND | 88% |
| GAMEPLAY | 93% |
| OVERALL | 92% |

| | |
|---|---|
| PUBLISHER | Time Warner |
| DEVELOPER | Sensible software |
| PRICE | £24.99 |
| DISKS | 2 |
| HD INSTALL | No |
| SUPPORTS | All Amigas, 1Mb |

At this point in the review, I'm supposed to begin with a nice introduction - possibly talk about the first few versions of SWOS, or even the other bizarre fruit versions. But no. What's the point in building up a game that needs no build up.

Some might say Sensible World of Soccer lost its appeal after a while because of the bugs and bizarre crashes. Admittedly, I never experienced any crashes although the major bug that most people found irritating was the monetary system. There were ways of recruiting 'free' 10 million pound players, and players disappearing off the face of the earth, and no matter how many goals your striker scored, he would still end up at half the value he started at.

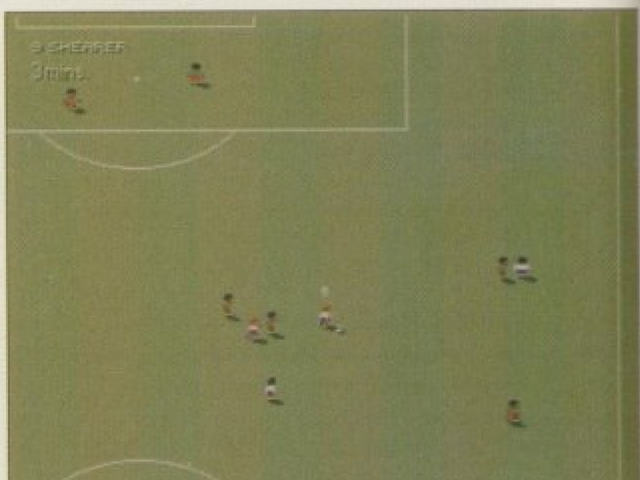


*Even the England squad has been updated, including the introduction of the young Liverpool duo, Redknapp and McManaman*

Renegade, the publishers of the first edition, are back with a pseudo-update disk with lots of new features that will undoubtedly spring the life back into your old version of SWOS. The first obvious update is the new teams. All the clubs from the '95–'96 season are in their respective divisions, and all the new signings and values are included. And unfortunately for some, Eric Cantona has returned.

There was a version of SWOS that appeared on some coverdisks. This contained updated information on teams and most of the bugs had been fixed, and, of course, when this version hit the shops, Eric Cantona's sentence was uncertain, so they left him out. But now he's back – talking more rubbish than ever before! The most recent updated signings are Mark Hateley at QPR, Paul Gascoigne at Rangers, Roberto Baggio at AC Milan and, of course, David Ginola at Newcastle.

When you begin a career you can enter your nationality so you know which country should be approaching you for international management. Yes, this option is finally here! Even though the original SWOS manual stated this option could be obtained, it never appeared. All the new kits have



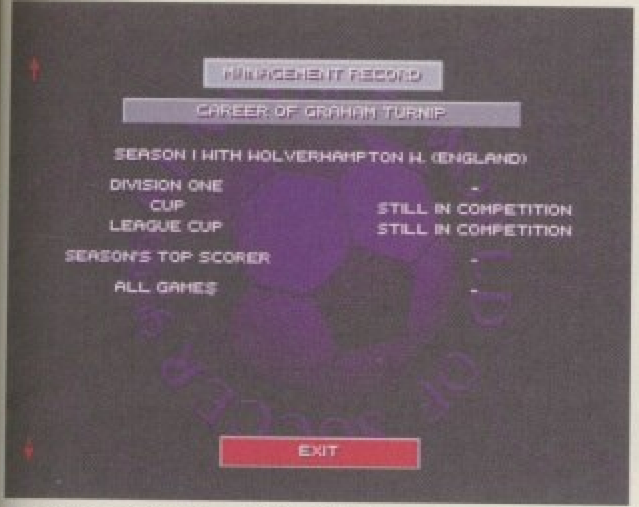
*As you can probably see, Alan Shearer's on the ball – his name is presented in the top corner*

## Sensible planning

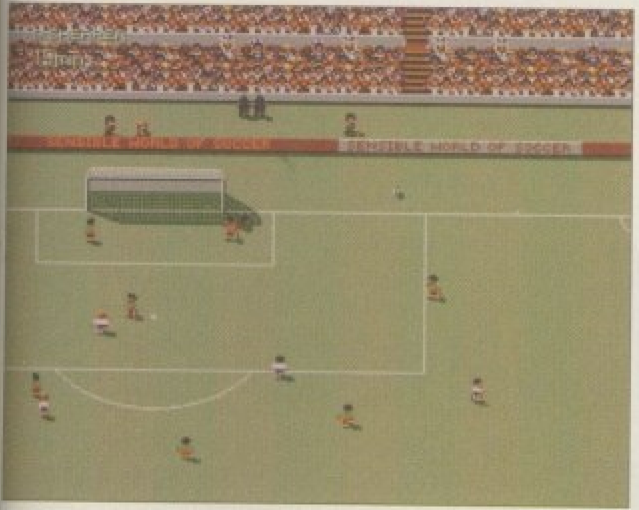
Sensible Soccer has been going for a long time now. The first version ever seen appeared on various coverdisks throughout the industry and to be honest, it was pretty unplayable.

Then came the first official Sensible Soccer which was reputed at that time to be the best Amiga game ever. Then followed version 1.1 which featured a referee and updated teams. After this came several bizarre versions – which also appeared on coverdisks. There was a fruit version whereby you could control either sensi-like oranges and apples. Alongside this was a Bulldog Blighty version which pitted England against Germany – not just in the world cup, but in 1944 as well!

The most recent version is undoubtedly the best. Sensible World of Soccer emerged as the ultimate football game on the Amiga. And now it's time to welcome the flood of data disks. This is now the second in the series. How many more? Who knows...




***I suppose this is a little bit late now. The 'Turnip' joke has since passed. Ooh, I'm the best, I really am!***



***England are the best team in the entire world. Ooh, yes. Stuart Pearce is the greatest ever full-back. Ooh, yes even more***

been implemented, although they still have the same designs. For instance, Newcastle now boast their excellent away strip of claret and blue hoops.

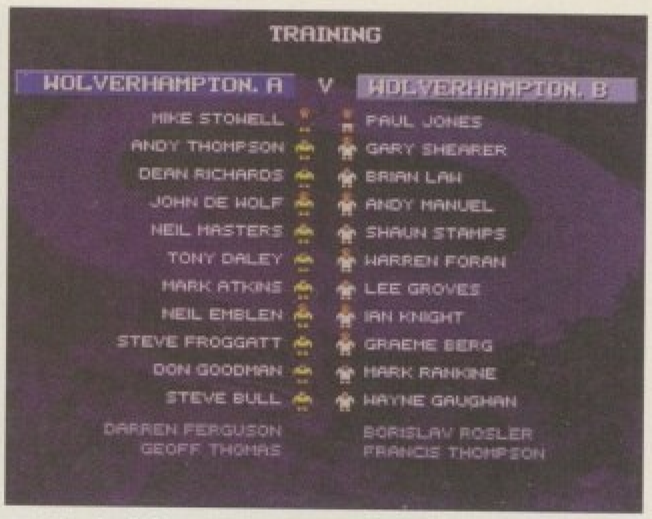
In the first SWOS it was extremely difficult to assess if a player would be good for your club, as there was no way of comparing stats – the only indication was the price tag. Now the players are all rated in stars, and the more stars the better the player – simple!

One of SWOS' rules which, to be honest, I didn't even notice until a few months ago, is that you are allowed three substitutes, and they can all be outfield players. This is why Vinny Jones ended up in the net after their keeper got himself sent off.

When you enter the squad select screen, not only are you presented with 'Goals' but you now




***The managers' timetable-like screen is no different whatsoever. Hurrah! Three cheers?***

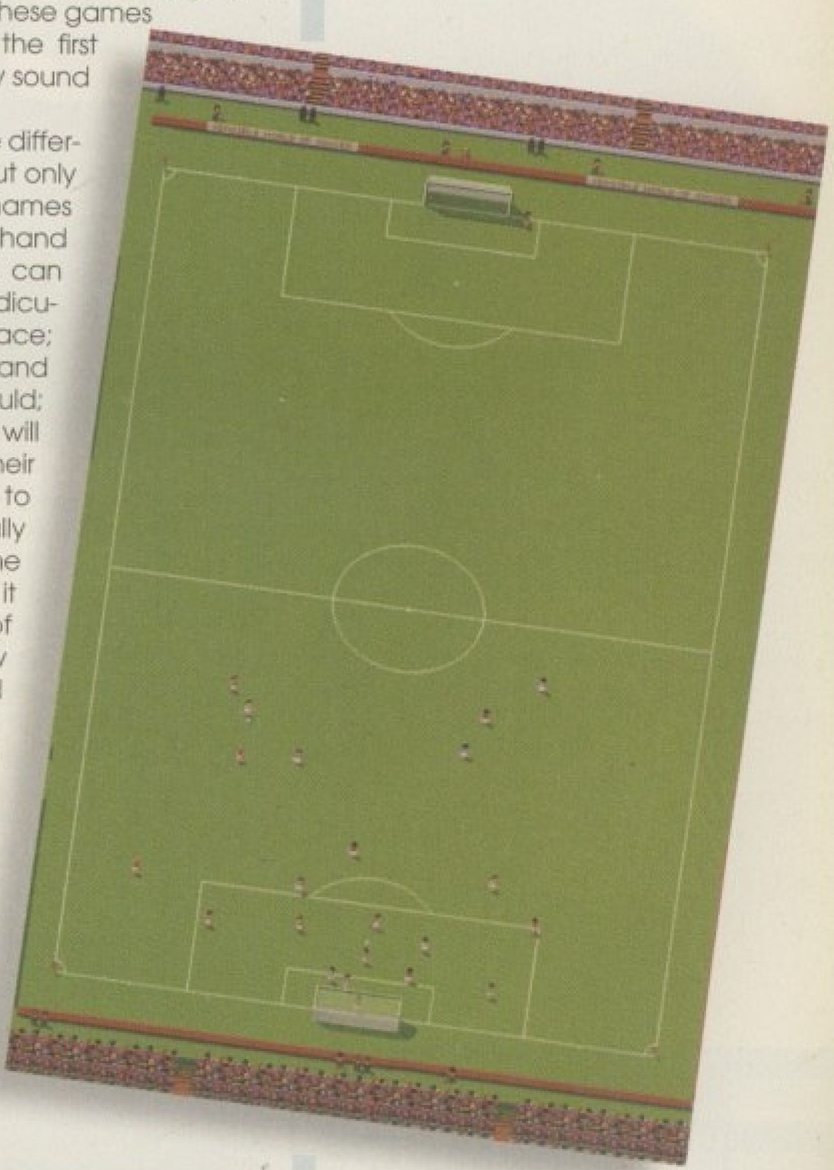



***The training screen is a sort of coats-as-nets session. A nice one-man Wembley session would've been better!***

have a training facility. The idea is to control your 'A' team against your 'B' team. Your first team contains all the players that would feature in real life, and the second team contains mock-up players to act as reserves, loan, and trial players. These can be brought into the side at any time during the season and if they are any good, their value will begin to increase, so those million pound youngsters like Robbie Fowler can now successfully be achieved. You play these games on a pitch reminiscent of the first Sensible Soccer – hardly any sound and no stadium.

There are actual in-game differences to this new version, but only small ones. Your players' names now appear in the top left-hand corner of the screen; you can now head the ball without ridiculously diving about the place; the crowd now jump up and down like proper fans should; when the players score they will show their jubilation with their arms; it's now a lot easier to run around players, especially if you're controlling someone like Alan Shearer; and to top it all off, with a quick press of the joystick you can now inform a player if he should come and collect the ball, or wait on the spot so if you want to pass the ball out to the wing, it will go to the wing.

The differences are merely cosmetic and affect the gameplay minimally, although if you were to return to your original game you'd miss these slight changes an awful lot.



## Final word

If you're a real fan of Sensible Soccer, then this is an absolutely essential purchase. Please keep me out of the 'it's not worth it' debate, because there will always be someone who believes all these features should have been in the original – which is probably true.

'If you're a real fan of **Sensible Soccer**, then this is an absolutely **essential** purchase'

| | |
|---|---|
| GRAPHICS | 92% |
| SOUND | 90% |
| GAMEPLAY | 92% |
| OVERALL | 92% |



The overhead 'snooker table' lights thankfully don't turn themselves off when your 10 pence runs out



You have to be really careful because the bad things will come out behind the walls



# Breathless

Reviewed by Andy Maddock

Breathless is another game that we first caught glimpse of from Aminet, and then it was a 3D engine demo – showing off the graphics. I must say it looked absolutely mouth-watering – the smooth graphics were smoother than a peach, no, even a baby's bottom, and that's saying something.

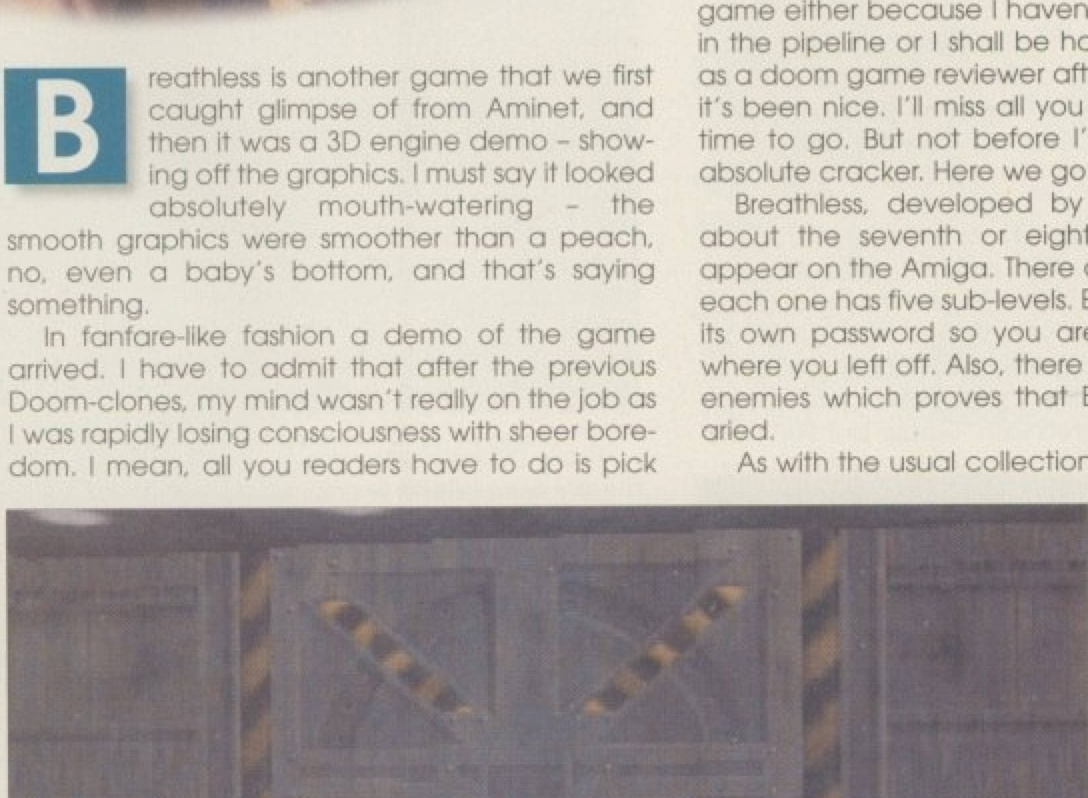
In fanfare-like fashion a demo of the game arrived. I have to admit that after the previous Doom-clones, my mind wasn't really on the job as I was rapidly losing consciousness with sheer boredom. I mean, all you readers have to do is pick one and play it, I have to play them all and then fill around two pages in exactly the same way. I think I deserve a medal for describing about six similar games in an entirely different way. Ahem, OBE? I think so. Please send your rewards and 'congratulations', not to mention money, to the usual address.

So this looks like my last review of a Doom game either because I haven't noticed anymore in the pipeline or I shall be handing in my notice as a doom game reviewer after this. I must admit, it's been nice. I'll miss all you Doom fans, but it's time to go. But not before I've finished with an absolute cracker. Here we go.

Breathless, developed by Fields of Vision, is about the seventh or eighth Doom clone to appear on the Amiga. There are four worlds, and each one has five sub-levels. Each world will have its own password so you are able to continue where you left off. Also, there are twelve different enemies which proves that Breathless is quite varied.

As with the usual collection there are plenty of

| | |
|---|---|
| PUBLISHER | Power Computing |
| DEVELOPER | Fields of Vision |
| PRICE | £29.99 |
| DISKS | 2 |
| HD INSTALL | Yes |
| SUPPORTS | A1200 |



As with every other Doom-like game, pressing space opens doors and secret passages




***The computer terminal allows you to buy and boost your weapons, not to mention keys and health items***

## The backroom boys

The programmer for Breathless is called Alberto Longo and has programmed on the Amiga for a long time. His past projects include T-Racer which he made for the Amiga a while ago. Pierpaolo Di Maio is the team manager. He works as a musician and worked out the map and sound effects for Breathless. Finally, Gianluca Abbate is 15-years old, yep, 15-years old and designed the 2D graphics and textures. Sounds like a bit of a genius to me!



***This screen looks a lot like Doom, because you can look outside through a gap in the wall***

collectables, and by that I don't mean Star Wars figures or Dinky cars, I mean power-ups, weapons, ammo, and health. What rarely features in most Amiga Doom clones is the finding of keys which will let you open the colour corresponding door. In various other clones, you usually find a switch which will be a red colour and by switching it green, will open another door somewhere else in the maze.

Breathless allows you to look for credits which act as cash, and when it all totals up at the foot of the screen, you'll be able to log-on at a computer terminal and buy weapon boosts, new guns, health and keys. A bit like a computerised Tesco.

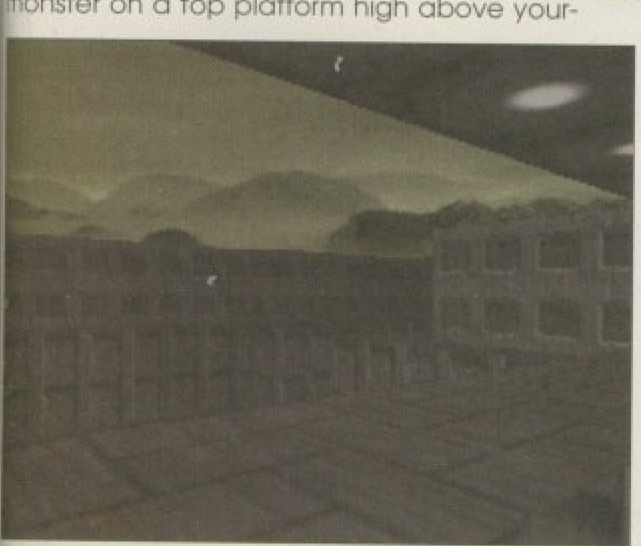
Another feature which you can easily perform is looking up or down. Doom on the PC looked pretty weird because when you saw a monster on a top platform high above yourself, shooting from your eye-level could easily kill it – realistically, this isn't possible. However, Breathless lets you look up or down at any angle to see the enemy. Most of the time you will enter a huge room and find what looks like a drained swimming pool with a number of beasts in the bottom. Looking down enables you to pick them off one by one.



***This is a screen from the demo we saw ages ago. We included it because it shows the quality of the graphics***

However, there is a downside. The view is quite difficult to toggle between and it's hard to shoot everything from the one angle. This, however, is about the only niggle I can find. There is one other but I wouldn't refer to it as a niggle. You see, nearly all the walls are at right angles, giving the game much of a boxy feel, but it's only when you actually think about it that it has any effect on you. By the way, I didn't even notice until someone else kindly pointed it out.

> ‘Breathless features some **excellent** graphics and sound effects, and it plays like a **dream**’

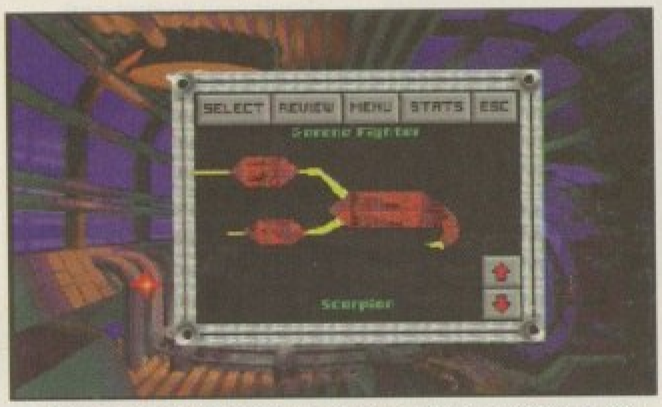


***This is supposed to be night time. That's why your vision is slightly impaired and all you can see is the sky light!***

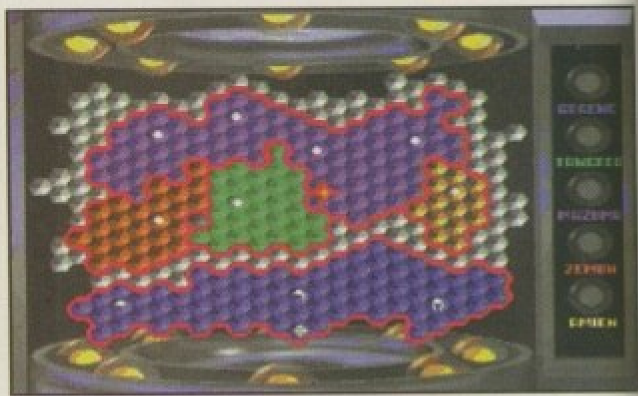
## The final word

Considering this isn't the first Doom clone, you'd expect it to be at least above average after seeing the other efforts, and Breathless is above average in most ways. Whether it will suit your needs is another matter. Although there may be four different worlds with five sub-worlds, it still won't really last you that long. Okay, so maybe it is a challenging game, but you get a password after you finish a level, letting you carry on, so you could probably finish in less than a week.

That's about my only gripe. Otherwise, Breathless features some excellent graphics and sound effects, and it plays like a dream. This certainly ranks alongside Fears and Alien Breed 3D – there's absolutely no doubt in my mind.




You can scroll through all the available craft. Sadly, though, you can't play as an alien and invade Earth!



Strange things, coloured in strange ways. Hmm. Maybe this is quite intriguing after all

| | |
|---|---|
| GRAPHICS | 61% |
| SOUND | 34% |
| GAMEPLAY | 41% |
| OVERALL | 51% |

Reviewed by Andy Maddock

# Star Crusader

If I can remember rightly, Gametek's last release was Brutal: Paws of Fury, and the release of Star Crusader heralds their next adventure. Basically, it's a big epic space mission, one of those that takes months to complete. So if you want a nice relaxing, frustration-free 1996, don't even bother reading this.

The first thing that made me groan was the 11 disks required for installation. A lengthy de-packing afternoon was in order, so I grabbed myself a copy of the daily newspaper and a cup of tea. And I set to work.

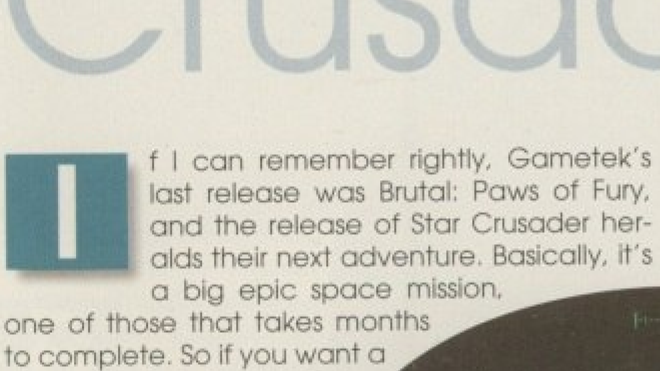
Around three and half hours later - well about 25 minutes actually.- they were all installed and ready to fly. Wait! 'Volume DH0: is full' Noooo, noooo, It can't be!

About 30 minutes later, after pondering what to delete, I finally managed to wipe just enough space clean for the huge program of Star Crusader. All I could mutter throughout was "This had better be worth it, I've had to wipe all the nudey pictures of the hard drive for this! "During this, I managed to acquire many strange looks from around the office, and my reputation is now in tatters. Right, off we go again. 'Please insert disk 1'...



This is the eagerly awaited flight part. It's really exciting, I must say. It's probably the best thing in the entire world!

| | |
|---|---|
| PUBLISHER | Gametek |
| DEVELOPER | Human soft |
| PRICE | £29.99 |
| DISKS | 11 |
| HD INSTALL | Yes |
| SUPPORTS | A1200 |



There's that cool guy on the computer-like, swivel chair. He'll tell you loads of useful things



This looks like an alien boardroom – apart from the fact it's not. It's a human boardroom

## Manual read

I'm not really the sort of person who'll sift through the manual to find little bits of information – well, maybe I should have but I didn't. And I knew if I did look in the manual, there was no way I'd find an option entitled 'Change game completely.' My hopes were dashed! I was upset. I was glad, because at least I hadn't spent about £30 on it.



*The mouse pointer has turned into a rather attractive star... Ahhh, twinkle, twinkle*

Hurrah, it's all installed! As I double-clicked on the program icon, I carefully positioned the mouse to make as little movement as possible, and it gave me reboot déjà vu. "It's going to crash! It is, it is... it did!!! Noooo." To my surprise, it didn't, and without haste it displayed a requester: 'This will reboot your machine'. Well thank-you very much.

As soon as the hard drive light stopped flickering like an epileptic Christmas light, Star Crusader had landed. Boy, was I happy – relieved too! There followed some nice introduction screens, and a very long wait for the game to appear. Another cup of tea? Oh yes, please.

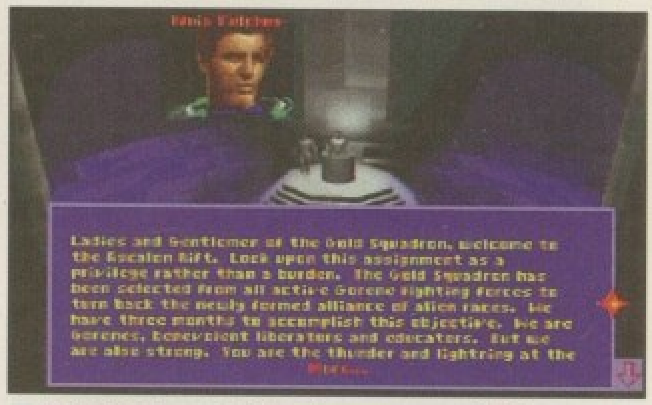
When I returned, a strange alien-like object was displayed on-screen and after careful manipulation of the mouse, a small star highlighted various options – which to the human eye




*Look, UFOs! Well, they would be apart from the fact they're actually identified objects. Ho hum*




*Here are more flying parts. As you can see, you are at battle with lots of orange blocks. Careful – they're really juicy!*



*Here's a guy that'll address you and tell you many more useful things. And still, you don't know what you're doing*

were damn near unreadable. A quick guess later and I was escorted to what looked like a mission briefing room – indeed it was! There were some digitised faces at the top of the screen announcing something. They did go on for a while, and to be completely honest, I didn't take much notice of the dialogue. If I had, you certainly wouldn't be reading this now.

After this, a cool guy on a computer-like swivel chair showed me what looked like some more mission briefings and led me to some more options. Blimey, I thought, there's a lot to this – and I haven't even done anything yet!

When I finally got out into space, I was actually pretty disappointed. Although there was a nice ray-traced intro bit that lasted about 0.75 seconds, I was left severely despondent. I didn't seem to have much control over the spaceship, and even after realising the mouse wasn't plugged in, I still didn't have much control. The scrolling was extremely jerky, and I had to check that a) the accelerator board was in and, b) if it was working.

What made my misery complete was that I couldn't even get out of the game when I wanted to – it was as if it had grabbed me through the monitor and said 'play me!' I couldn't put it down, probably because I was in the hope of it getting better – either that or a power cut.

## Final word

I will apologise if you were expecting a high flying space epic, accompanied by an informative, factual review. If I'd told you everything about the game and then said it was utter rubbish, what's the point? If a friend told you a really boring story, would you ask him to tell it again, only in more detail. No? I didn't think so.

My job is not to build-up the game until it sounds like the best thing ever. It is to inform you of how it plays, if it's worth the money, and most of all, if it's any good. And that's what I believe I have done.

I'm being absolutely straight with you now – don't believe the hype. What hype? I hear you say. Good point, is my reply.

'I'm being absolutely straight with you now – **don't** believe the hype. What **hype?** I hear you say'

| | |
|---|---|
| GRAPHICS | 85% |
| SOUND | 75% |
| GAMEPLAY | 87% |
| OVERALL | 90% |

# Hill Sea Lido

Reviewed by Tina hackett



| | |
|---|---|
| PUBLISHER | Vulcan Software |
| DEVELOPER | In-house |
| PRICE | £12.99 |
| DISKS | 2 |
| HD INSTALL | yes |
| SUPPORTS | All Amigas, 1Mb |

"Oh, I do like to be beside the seaside. Oh I do like to be beside the sea. Tralalaleh etc." or so the old ditty went which nobody can ever remember the next few lines for. Well, believe it or not, this is a relevant intro/tenuous link because software company Vulcan have taken this theme and used it in their latest game. Called Hill Sea Lido, it's a seaside management simulator – sounds a little odd, I mean what possible work is involved in managing a stretch of beach? Well, it's a whole lot more complicated than you might think, and there is plenty of work involved as a budding business entrepreneur.

You have 20 metres of beach and promenade to do with what you want, plus the running of the Pier Theatre, and the aim is to expand your desolate stretch of beach into a money-making resort. You must buy shops, build attractions, and keep the place tidy. Staff must be hired too, from the lifeguard to the guy that walks around with a sandwich board advertising the shows. You need to keep a constant eye on your stock such as keeping the burger bar filled with burgers, and keep the price at a rate which will keep the customers happy and keep you in profit.

Okay, so it's not a serious simulation of business life, but then again, why would you want one like that anyway? What it does offer is a novel scenario which, although fun, is very challenging. It's actually very hard to get those profits rolling in. You also have to make sure your resort passes the high standards of the Health and Safety Inspector who will fine you a ridiculous amount of money should he find low standards of hygiene.

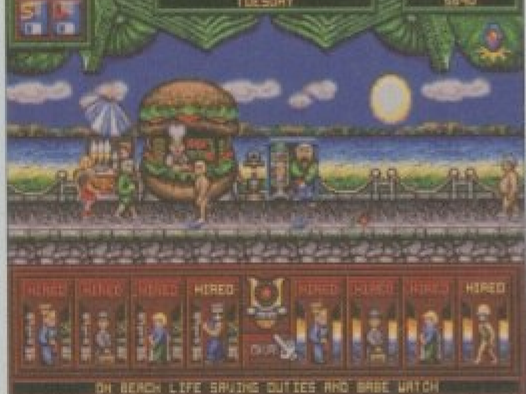



***The promenade – build more stalls to keep the customers happy***

## Let's go to work

During the game you will need to hire casual labour to keep the place running smoothly. You should aim to keep your beech and promenade as tidy as possible and to do this you can hire Refuse Specialists. Don't forget to collect the money from your shops and facilities – you can send out your Cash Man and the money will then be transferred to your bank. However, it may also be wise to hire Wideboy Securities to protect him whilst he's doing this.

The safety of the swimmers is important too, so a Life Guard can be called upon to keep an eye out. And when you've booked one of the many talents for your show, it pays to advertise, so regularly hire the Advertisers to walk around the beach to tell everyone about the weekly entertainment.







***On the beach you can set up attractions such as the dingy hire***




**_Take your pick from the many shops and attractions to keep your visitors happy_**

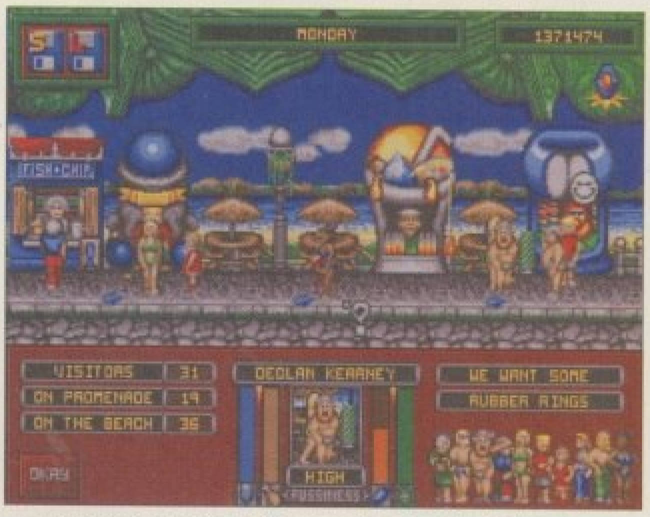


**_Showtime – watch what Basil can do with his bendy balloons_**

or safety. At the other end of the scale, though, if you keep your resort pristine then you stand a good chance of winning one of the possible awards which as well as giving prestige comes with extra money.

Tourists can also be a pain but as usual the customer is always right. If there aren't enough refreshments or activities they won't come back. You can find out who they are by clicking on them – the screen will tell you how fussy they are, what they want you to build and for, example, how hungry they are.

Graphically, it's bright and cheerful and has a charm of its own. It's probably not as detailed as some games but the cartoon style works well with the light-hearted theme of the game. There are some entertaining animations such as the various shows you can book – Michael Jackson performs his great 'grabbing the crotch routine'



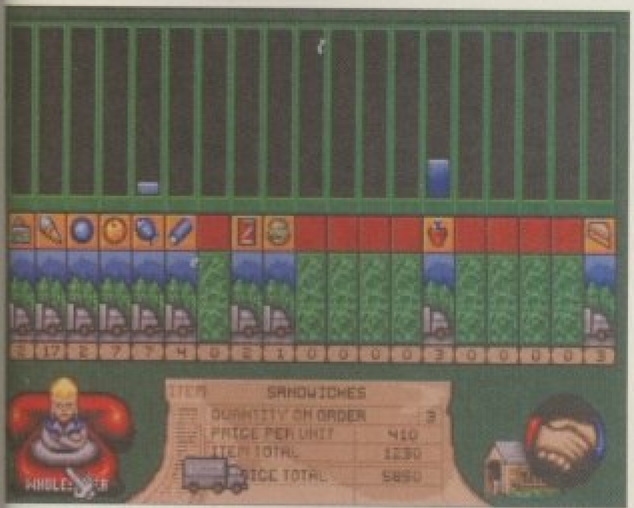

**_Bloody tourists, keep an eye on what they want though if you want to make money_**

and cheeky ChippenDave bares all to the audience.

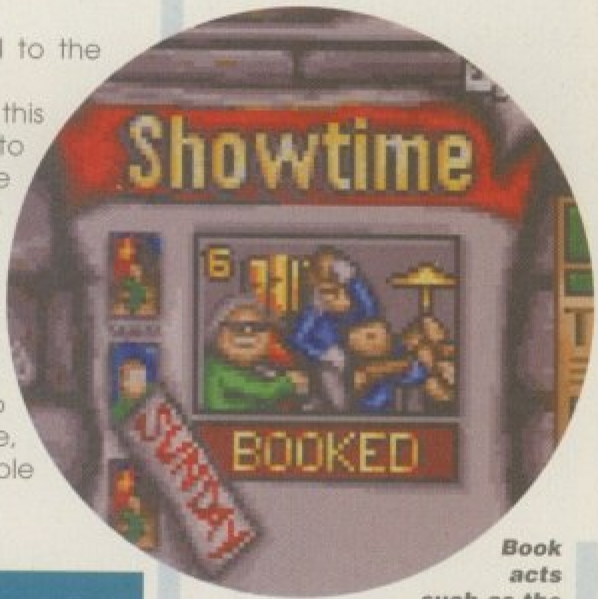
Sound options are available for this too and, for instance, if you want to order something from the warehouse the cashier will shake her head to agree or disagree accompanied by an "Uh huh!" or "Aha!" – basically yes or no. The usual seaside noises can be heard, along with van engines and whines of complaint from the disgruntled customers if they see too much litter. There are also some nice, cheerful dittys which keep the whole thing rolling along nicely.




**_Aah, all the joys of the seaside. Enough candy floss to make you sick and sand in your sandwiches_**




**_Don't forget to stock up at the wholesalers on the essential products for your shops_**




**_Book acts such as the talented Michael Jackson – the more famous will cost more but attract a bigger ticket price_**

> ❛ Superbly designed and a real **bargain** to boot – you'd be **crazy** not to buy this ❜

## Final word

Without a doubt, this is one of the most fun games we've had over the last few months. Animations add humour, playability is challenging, and the theme is refreshing.

It's not quite as in-depth as Theme Park, which is another game in this fun management-type genre, and maybe it's not up to the same graphical quality, but it is definitely as addictive and plays brilliantly. It's only £12.99 and stacks an absolute ton of gameplay into it. Superbly designed and a real bargain to boot – you'd be crazy not to buy this.

Things are looking up at long last with the recent releases Flight of the Amazon Queen, Breathless and Coala. Along with this title we could definitely see a revival for the Amiga games scene. A real breath of fresh air.

Please note: the game is only available through mail order direct from Vulcan. Contact them on 01705 670269.

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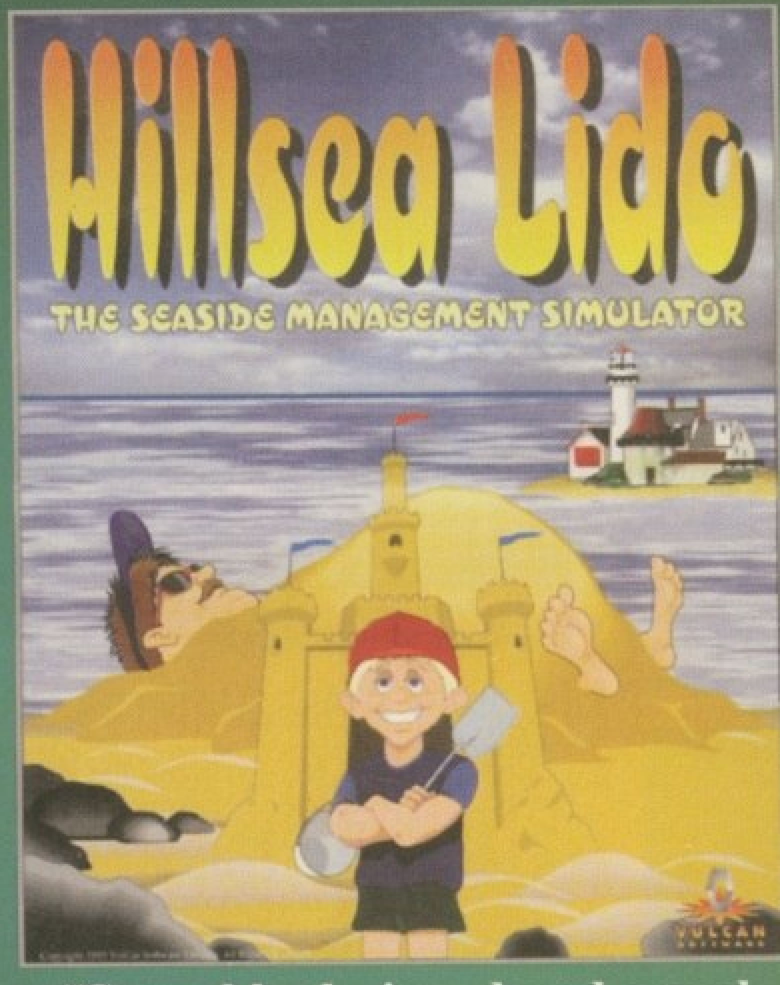
**On the Promenade** – you must use your skill and judgement to build a row of shops and facilities to entice the tourists



**On the beach** – your visitors won't be happy until there's plenty to do, from Donkey Rides, Speedboats and Rubber Dinghy hire

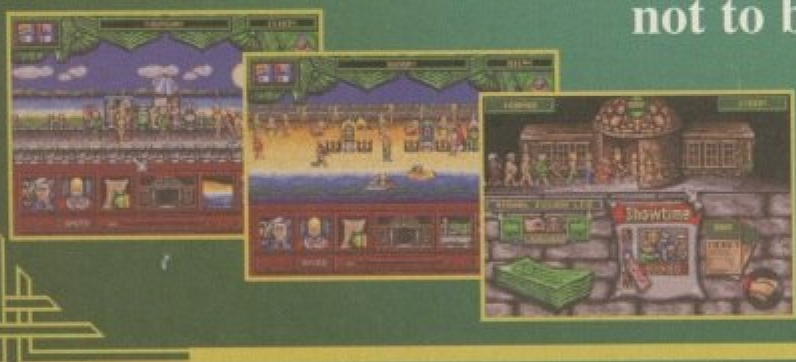


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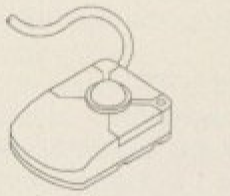
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# Super Tennis Champs

Previewed by Andy Maddock



There are three courts you can select from if you are playing a friendly against either the computer or a human




The character select screen shows all the characters you can select from their respective countries

Tennis games on the Amiga have never really made an impact on the market. In fact, the only game I can remember that was any good was Advantage Tennis – programmed by a foreign company I think. It was a sort of 3D simulation/ career game using wire frames.

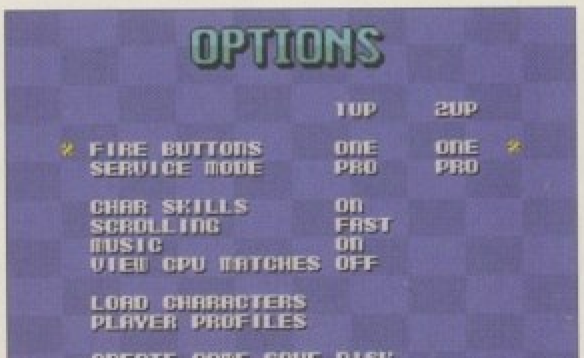
Recently, I wrote a preview for another new game called Center Court, and I moaned about Tennis being one of those less popular sports – well, at least not as popular as football. And to be quite frank, it's a bit boring as a spectator sport. Alright, so it may be good to actually play, but as a spectator all you can do is watch.

For instance, at a football match, shouting and jumping up and down like escaped monkeys seems to have an effect on the team you're supporting and if they win, it feels like you helped them. If you try that at a tennis game, the bloke sitting in the baby's high chair just tells you to be quiet – just so the players can concentrate. Well, that's right you see, because football, cricket, basketball and every other sport in the entire world requires no concentration at all! No sirree.

I'm afraid to say, it all comes down to being absolute wet. Yes, that's what they are – wet. Ooh, it takes all the concentration in the world to




The match screen makes Super Tennis Champs play exactly like Super Tennis from the SNES, which is no bad thing!




You can tweak all the options to make Super Tennis Champs play how you want it to

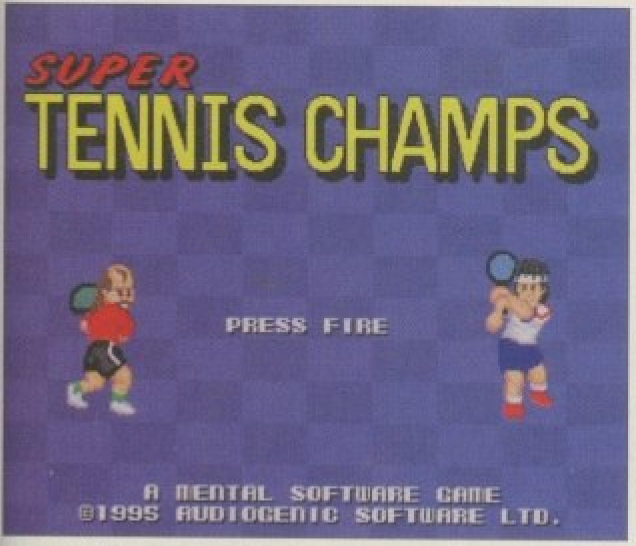



The ranking screen shows how well you're doing during the course of a season

## Fit for anyone

The first thing you notice about Super Tennis Champs is its polished feel. It feels like someone has actually taken the time to present an Amiga game the punters actually will want to play. There wasn't really any media hype of any description, it just sort of crept up behind us when we thought the future of games was going to be disappointing. Audiogenic could never stand accused of releasing half-hearted games to make a quick buck.

As you can see from all their past products, Audiogenic have always come up with the goods and managed to cater for all types of gamesplayers. Super Tennis Champs is no exception, and without delving too much into the statistical side, it will undoubtedly appeal to everyone because it's one of those games you can sit down and play, especially against a friend. The two-player enjoyment stretches it to the limit – in fact many office arguments have been resolved with a few sets of Super Tennis Champs.




***The title screen shows some excellent characters, that are so well drawn and look good***




***You can see who you'd possibly get to play in the next round via the tournament tree***

be able to hit a tennis ball really hard! I have to apologise about my attitude, but surely you can understand why I feel like this.

Super Tennis Champs by Audiogenic is another in the long line of post-Christmas games, including Odyssey, which should be out now, and Exile – the rejuvenated classic space romp. To me, Super Tennis Champs looks extremely like Super Tennis on the Super Nintendo, and the way the sprites are drawn is instantly recognisable. It also managed to notch up a credible 90 per cent and more in most magazines.

The characters in the game all had their own personalities – just like Super Tennis Champs has. For example, there's Buzz from Germany and Synex from Canada. You can take part in a standard friendly game, tournament, or league, or go all the way and take part in a Grand Slam against many more computer or human competitors. You are then ranked in a table and the further you get in a tournament, the more points you get.

The actual playing part of Super Tennis Champs is superb. Firstly, you can choose between two systems of service. The first is slightly harder – you have to hold the fire button down to act as power and use a subtle direction to plant the ball in the opposing player's court. The second is merely a cross-hair which you place where you want the ball to bounce. Also, the players all have their own statistics and attributes so the player you will pick will have a varied effect on your success.



***Not only can you play singles, but the doubles option is there too. Only I forgot all about it! So this is er, singles...***

The Grand Slam tour takes you all over the world playing at various venues, and before you start the tournament you are split randomly against all the other competitors from around the world. Depending on the venue, you will either play on a hard, clay or grass court. Before you begin to get worried, there's an option for you to save your game so you can continue at a later date if things get a little tough.

The options screen allows you to change settings such as the service, you can keep all the players on the same skill, and can alter the scrolling if the ball goes out of play. You also get an overview of the players you get to play with and against, so you can pinpoint their strengths and weaknesses. Finally, there's the option to load in more characters from disk.

‘ You can take part in a **standard** friendly game, tournament, or league, or go all the way and take part in a **Grand Slam** ’

## Final word

At the moment it must be about 92 per cent complete – all that's waiting to be added is the obvious presentational screens, and features such as a manual and box. The gameplay is set about right, all the competitions are accessible, so from what I've seen it's going to be one of the best games this year – even though it's hardy started.

# Extreme Racing

Previewed by Andy Maddock

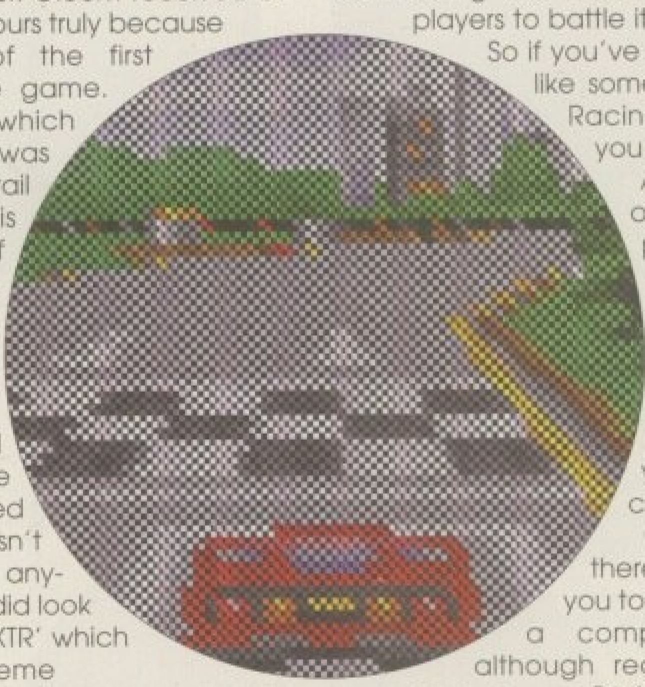


Three players can take part, giving you more of a view because the horizon sometime gets in the way

Guildhall Leisure have been pushing releases out like nobody's business. A few months back Gloom received 81 per cent from yours truly because it was one of the first attempts at a Doom-like game. Then followed Fears, which although it was slower, was excellent fun. Hot on the tail of these two releases is Extreme Racing, a sort of first-perspective view racing game, which looks a lot like the SNES version of Super Mario Kart – which is no bad thing!

If I remember rightly, I previously saw some screenshots of this uploaded to Amine. Back then it wasn't signed to a publisher or anything, and to be honest, it did look pretty good. It was titled 'XTR' which obviously meant Extreme Racing – although it was spelt Xtreme Racing. Gosh, how we manipulate the English l anguage!

I was always a big fan of Super Mario Kart on the SNES and when I saw the screenshots of 'XTR' I could see a lot of similarities. However, instead of the excellent Mario characters, Extreme Racing featured different cars – a Police car, a VW Beetle, a Ferrari, and more. What made this so much better than Mario Kart was that four players could race at the same time on one Amiga – connecting two machines would enable eight players to battle it out all at the same time. So if you've got plenty of friends who like some friendly rivalry, Extreme Racing could be just what you're looking for.



This may look like a pretty badly drawn screen. However, don't worry, it's just a dithered screen

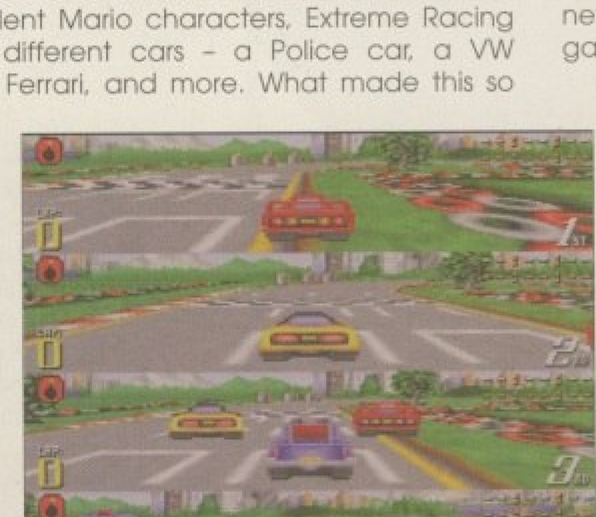
Although it is still a fair way off completion it's looking pretty impressive. The graphics are very cartoon like – working well with the background and track graphics – and the best thing by far about it is the fact that you can customise it completely.

On our preview version there was an editor, allowing you to edit the tracks, and it was a comprehensive application, although reasonably simple to use. Basically, the screen was split into a tile-like grid whereby you could load up objects and place them on the screen. I'm not sure whether this will be included on the complete package, although they seem to have already planned some data disks with new tracks and the editor, depending on the game's success.

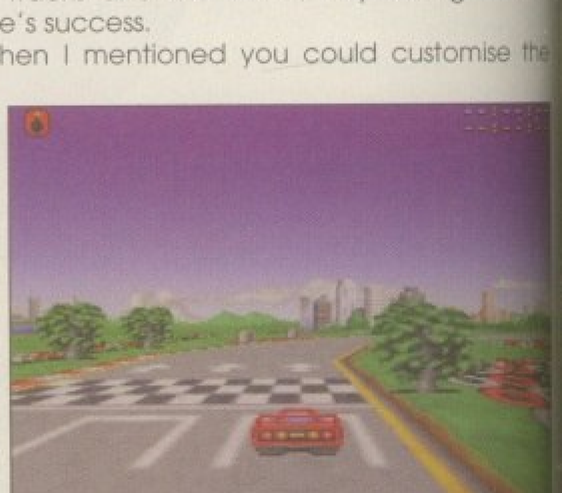
When I mentioned you could customise the



The track editor is excellent. It allows you to chop and change sections easily and efficiently



Four players can play at any one time. And if you add another Amiga, eight can play!



In one-player mode Extreme Racing is at its fastest. It really does play like Super Mario Kart too!




*The space track is by the far the best, beating every other in terms of graphics*




*The yellow car belongs to a certain character – I don't exactly know which one though*

entire game, I mean you can change resolutions, camera angles, frames per second, car detail, background detail, dithering and the screen size. Almost every key on the keyboard manages to change something.

The actual game will feature a championship where you win cash in respect for your placing, and can then upgrade your car to give it better engines, brakes and tyres. You will be able to run your car over question marked-shaped boxes which will randomly present you with a weapon for you to blow away the opposition with. These include missiles, mines and even homing sheep! Finally, there will be three



*La la la la... If only I could think of a caption... Hang on, wait a minute... No, it's gone*

## Get your mates round

The last racing game I saw on the Amiga was Turbo Trax, and that was pretty good, except it didn't really offer anything new that stood out from the rest.

As far as I know, the only game that's relatively similar to Extreme Racing is OTM's Virtual Karting – and that's only because the tracks are manipulated in the same way. Extreme Racing is looking far more professional than Virtual Karting, and if a few tweaks are made before the full version appears, it could well be one of the finest multiplayer games of the year. We'll have to wait and see.

XTreme Racing

*This is the logo. Pretty isn't it? Yes very pretty. And no, I'm not running out of things to write about!*

difficulty levels as well as cup races and the aforementioned championship.

You will be able to race around a series of themed tracks including water world, radioactive world, normal roads, and space tracks where you have to stay on the track, presumably because you're in orbit.

As with Mario Kart, there's a battle mode where you chase your opponent around a track, with the idea of smashing him up – rather than completing laps. It's pretty similar to the Mario Kart version whereby three balloons are attached to your kart and you must pop your opponents balloons. As it proudly states on the in-game instructions. 'It's Mario Kart – only not as cute!' Too right mate.

The characters you can choose from are pretty sketchy at the moment, although from what I can make out there is a funny bloke, a kid, a monster, a policeman, a woman, a cool guy, a Chinese man, and a green monster. They may change – hopefully, they will.

Hopefully, there will be full race replays so you can watch where you went wrong and why, and thankfully, Extreme Racing will be HD Installable.

> ' You will be able to race around a series of **themed** tracks including water world, radioactive world, normal roads, and space tracks '

## Final word

Super Mario Kart, was and always will be, one of the finest racing games on any format – ever. If Extreme Racing can be half as good, then it looks like Guildhall Leisure and Black Magic are going to be riding high in the charts again, so soon after their success of Fears and Gloom. All you have to do is wait for the full review, which should be next month – space allowing.

As for the actual game itself, I played it on a A1200 with a Blizzard 1220 and it was very impressive, especially when altering some detail and playing around with the frames per second.

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# AMIGA GUIDE

Frank Nord continues his beginners series with a look at Workbench's menus

medical

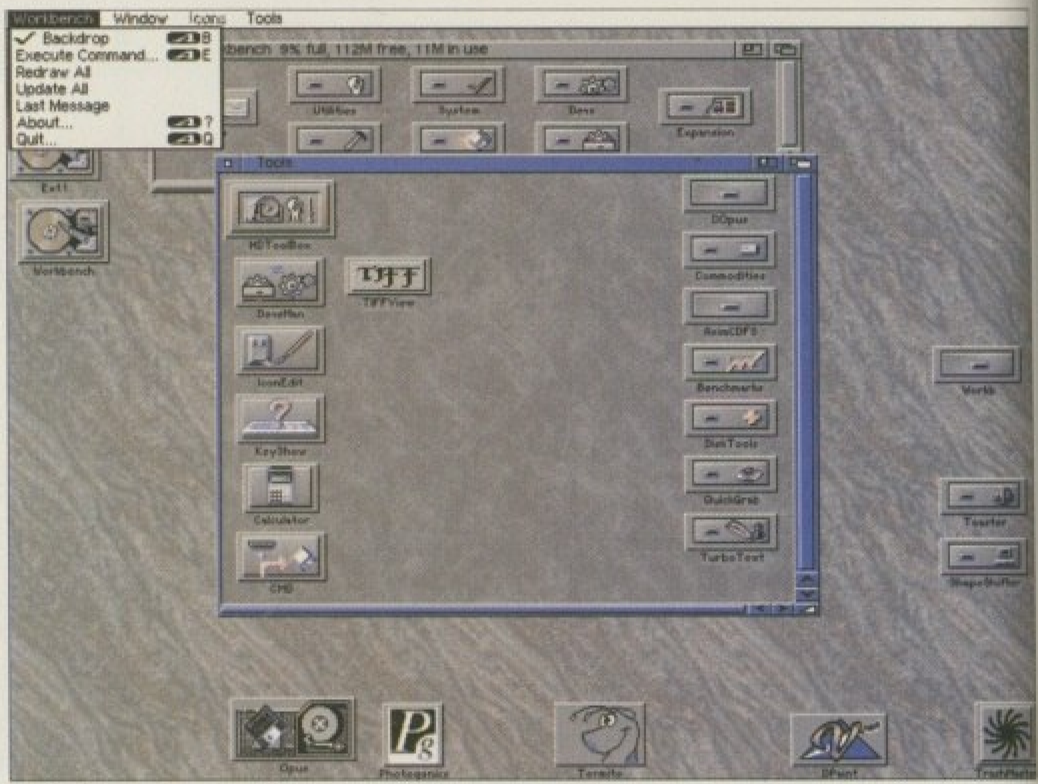
# Would you like to see the menu?

So, no-one got any problems formatting disks? Good. This month I thought we would cover the menu system that AmigaDOS uses on Workbench. In my opinion Workbench's menus are the best of the four main operating systems that most people are familiar with. The Mac's mouse only has one button so you have to click at the top of the screen to get menus to appear, and the titles are there all the time, taking up space that could be used for something else.

Although Windows supports three button mice, most applications still use the left mouse button to do everything, like the Mac. Menu titles are also on constant display and have to be clicked on to appear. The menus in Windows are even worse when it comes to keyboard shortcuts. Both the Mac and the Amiga use fairly standard keys for commonplace operations, like Amiga-Q for quit, while Windows uses the really obvious shortcut Alt-F4 to exit an application.

The Atari ST's operating system is based around GEM, one of the first GUI systems, and is pretty poor compared to the others. To get at menus on an ST, all you have to do is move your mouse up to the top of the screen. But this can be a source of annoyance as you pop menus open unintentionally and slow down your work.

But where the Amiga really scores is in its unique ability to select more than one menu item in a single operation. This means you could have a directory window open on Workbench, then access the Window menu to show all files, view them by name, and select them all in one fluid motion. In case you don't know how to perform this feat, it is simplicity itself.




***The Amiga's menu bar hides a whole host of useful functions and commands***

Try it for yourself by following the example I just used. Open a window that usually contains files without icons like the RAM disk, for example. Now hold down the right mouse button as usual to access the Window menu, but instead of just letting go of it when you are over the right option, click the left mouse button once instead. Click the left mouse button on the 'show all files' item first, then on the 'view by name' option. Lastly, let go of the right mouse button when you are on the 'select contents' menu item and the menu will disappear back up at the top of the screen. Your RAM disk window will rush about showing the files, changing them into text, and then selecting them all.

Now I know that this demonstration doesn't actually serve very many useful purposes, but you may well have programs like PageStream that have menu options that can have tick marks next to them to indicate that they have been selected. You can now select more than one option at once, rather than selecting one, waiting for the operation to occur, going back to the menu, waiting, going back to the menu, and so on.

So let's have a good look at the menus provided by Workbench and check out what options they provide. While we are doing this you will notice that some menu options are 'ghosted' – the text looks funny. This is a visual indication of a menu item that cannot be used at the present time. For instance, if you have no windows open or selected, then there is little point in using the 'show all files' menu item, so it is ghosted.

## The Workbench Menu

### ✓ Backdrop (Amiga B)

***Backdrop AB** – the backdrop command allows you to turn on or off the main Workbench window. This window contains all the drive icons you have mounted on your machine including the RAM disk. When you double-click on an icon it opens a window in the normal fashion, but you can impress people with the speed of your machine by opening a load of windows and then clicking them to the back of the main Workbench window. Then, when you double-click on a drive icon whose window you already have open, the window will pop to the front of the Workbench window instantly, making it look as though you have a super fast hard drive.*

*If you want to get rid of the backdrop window on a permanent basis, you should turn on the backdrop item and then, making sure you have no windows selected on Workbench, use the 'snapshot window' item in the Window menu.*

### Execute Command... (Amiga E)

***Execute command... AE** – this item opens a window on Workbench that's like a one-shot Shell window. You can type a shell command into the text gadget that appears and any results will appear in a text window. You can use this menu item to open a shell window by typing 'newshell' into the text gadget that appears.*

### Redraw All

***Redraw all** – redraw all and the following item, Update all, are both rarely used and are for refreshing the screen display and updating drawer contents respectively.*

### Update All

***Update all** – see above.*

### Last Message

***Last Message** – shows the last message that appeared in the Workbench title bar. This can be useful if an AmigaDOS error appears and disappears too quickly to be seen.*

*● We'll carry this on next issue and move onto the other menus.*

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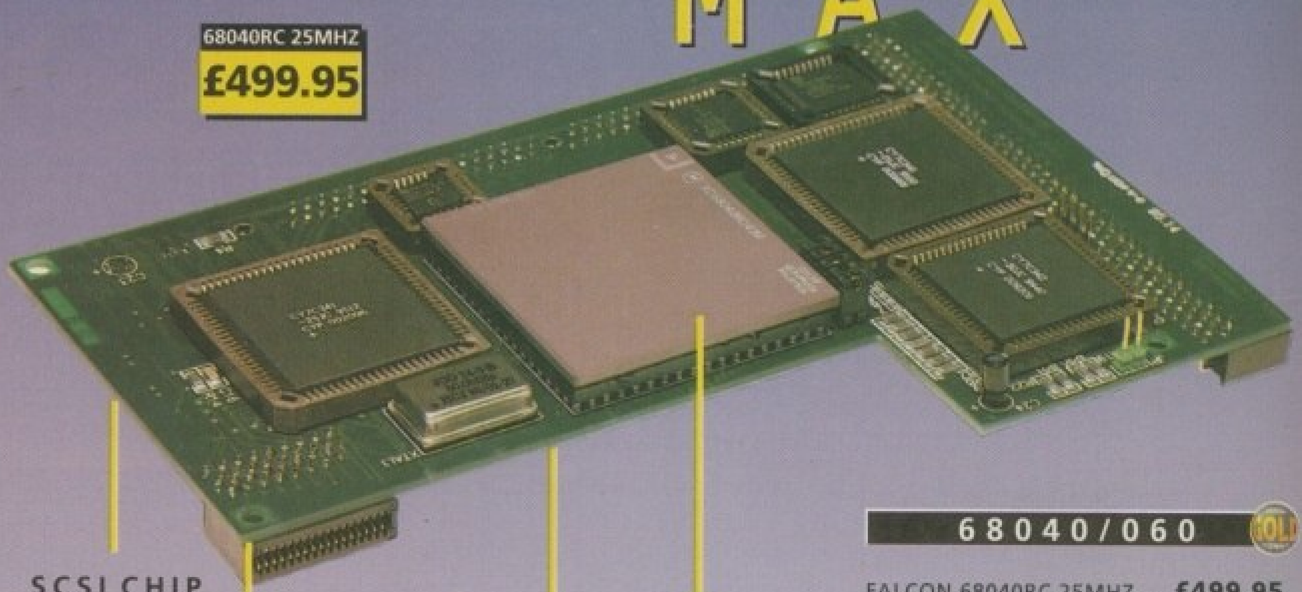
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Paul Overaa delves beneath the surface of the Amiga's program scatter loading routines

# Scatter brain

Over the next few issues I am going to be taking a look at the routines that are used to load and run Amiga programs. The starting point for these discussions are the files used to store an executable program on disk, in other words the so-called AmigaDOS 'Load Files'.

A load file consists of a number of units known as 'hunks' which, amongst other things, contain program code, static data such as graphics and text, and details of any uninitialised space needed by the program. When a user runs such a program, either from the Workbench or by typing its name at a Shell window, an AmigaDOS loading routine is brought into action.

The first thing that happens is that a header block is read and the space for a hunk table, used during the loading operations, is allocated. Immediately after this, appropriate amounts of memory for the various code, data and bss (uninitialised space) hunks present in the load file are allocated, with the hunk contents being read into the acquired memory blocks. Because separate memory allocations for the various hunks are made, the hunk information basically just gets loaded into any suitable memory area that is available (with the loading routine performing any absolute address relocation calculations and creating any segment code links that may be required).

Program segments produced in this way are linked together using an arrangement known as a 'seglist' and the original DOS routine for scatter loading a program into memory. LoadSeg(), for example will create just such a list, and return a pointer to it, if the load is successful. At some stage, of course, any program loaded by this routine will need to be removed from memory and the routine used to perform this operation is called UnLoadSeg().

***Function 1: The AmigaDOS scatter loading seglist creation routine***

| | | |
|---|---|---|
| Function: seglist_p=LoadSeg(filename_p) | | |
| Registers: d0 | d1 | |
| Prototype: BPTR LoadSeg(char *) | | |
| Input Value: | filename_p = | pointer to a null terminated string |
| Return Value: | seglist_p = | pointer to a seglist or NULL if error occurs |

| | | |
|---|---|---|
| Function: success=UnLoadSeg(seglist_p) | | |
| Registers: d0 | d1 | |
| Prototype: BOOL UnLoadSeg(BPTR) | | |
| Input Value: | seglist_p = | pointer to a seglist |
| Return Value: | success = | Boolean success/failure indicator |

***Function 2: The AmigaDOS segment unloading routine***

## PLACING A LOAD FILE INTO MEMORY

*The use of the LoadSeg() routine itself is easy. Load a pointer to the filename into register d1 and then make a conventional DOS library call in this fashion:*

```
        move.l          #filename,d1            load file name
        CALLSYS         LoadSeg,_DOSBase
```

*The result which comes back in d0 should, of course, be checked for errors and often a convenient way of doing this will be to store the pointer in memory and test the zero flag after the move has been completed like this:*

```
        move.l    d0,seglist_p           preserve BCPL pointer for unloading
        beq.s     .error
```

*Having got the seglist equivalent of a load file safely into memory, the DOS library provides routines, including one called CreateProc(), which allows the code to be brought to life as a separate process. There are, however, other uses for the loading routines – you can, for example, pass files containing just image data structures through the conventional assemble/link stages, producing graphics data that can be scatter loaded. When it comes to using functions like Intuition's DrawImage() and so on you do, however, need to be able to locate the start of the real data within each segment.*

*Individual segments which make up a seglist are tied together by means of pointers (BCPL pointers) with a NULL value signifying the end of the seglist chain. If we then take the starting BPTR seglist pointer provided by a routine such as LoadSeg(), left shift it by two bit positions and add 4, we end with an address that is the start of the real segment information. Here's a typical piece of example code for scatter loading a load file into memory and locating the entry point of the first segment:*

```
        move.l    #filename,d1
        CALLSYS   LoadSeg,_DOSBase
        move.l    d0,seglist_p           preserve BCPL pointer for unloading
        beq.s     .error
        lsl.l     #2,d0
        addq.l    #4,d0
        move.l    d0,a1                  a1 points to entry point
```

*As far as file loading and seglist creation is concerned that's basically it – the AmigaDOS routines take care of all the difficult stuff. The next thing to do is take a look at how seglists can be used and, needless to say, this part of the story comes next month.*

## SEGLIST POINTERS

*AmigaDOS has its roots in an operating system called Tripos, much of which was written in a language called BCPL. Amiga coders in general do not have to worry about BCPL except for the fact that it uses a form of long word addressing based on the normal 680x0-style memory addresses divided by four. If, therefore, an AmigaDOS function is specified as returning a BPTR, i.e. a BCPL-type pointer, you have to multiply that address by four before using it.*

*If an AmigaDOS function returns a BPTR, then any equivalent deallocation function will also expect a BPTR as well. This being so, it's usually best to store these pointers in BCPL form and then convert them just before use like this:*

```
        move.l    bcpl_p,d0    BCPL form
        lsl.l     #2,d0        real machine
        address
```

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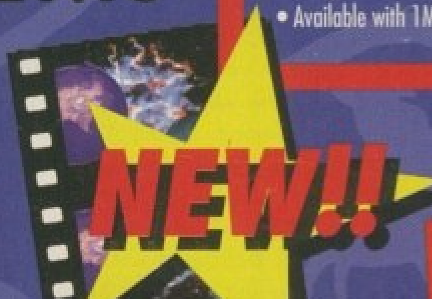
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Paul Overaa explains how ARexx's de-bugging facilities can be used to find errors in scripts

arexx

# Bug hunting

Debugging and testing can be one of the most time-consuming stages of any software development, and ARexx scripts are, of course, no exception to this. The use of proper structured design techniques, modular programming, top-down development and so on helps, but it will not eliminate all the problems. No matter how conscientious a programmer you are, some mistakes are bound to be made.

Sometimes problems will be due to simple syntax errors caused by, say, a basic misunderstanding of how a statement should be written, or a dyslexic slip at the keyboard – inadvertently writing Uppre() when you meant Upper() for example, or writing a semi-colon when you meant to write a colon because you didn't hit the shift key at the right time. Such mistakes are usually considered harmless because they are easily found and therefore easily corrected.

ARexx is very good in this respect and not only will it identify most errors but you can be fairly sure that any ARexx program which gets to a runable stage is going to be nigh on 100 per cent syntactically correct.

If, whilst developing a script, you get past the trivial syntax error stage and your program seems to run in some fashion, then often you will be home and dry. Occasionally, however, things will go wrong – a program may run to a point and then for no obvious reason may just fail to behave as expected. It's at this stage that we enter the realm of debugging proper and one of the most important tools available to the modern programmer is easily usable trace facilities.

ARexx supports two basic modes of tracing: Firstly, there is the normal or 'non-interactive' tracing mode which simply allows trace information to be viewed. Secondly, there is an 'interactive' mode which allows the programmer to step through the program and interact with it as the trace proceeds (via stdin or sterr if available). It is possible to look at the contents of variables, re-execute clauses, and even type in instructions which are subsequently executed as though they were a part of the program itself.



**An ARexx tracing console window in action.**

| | |
|---|---|
| **ALL** | *Traces all clauses as they are executed.* |
| **BACKGROUND** | *This mode is the same as OFF except for the fact that the TS support program can not override it.* |
| **COMMANDS** | *All command clauses are traced before being sent to the external host. Any non- zero return codes are also displayed.* |
| **ERRORS** | *Commands which result in a non-zero error code are traced.* |
| **INTERMEDIATES** | *Clauses and all intermediate results of expression evaluation are traced (including values of variables, the results of function calls and expansion of compound names.* |
| **LABELS** | *Traces labels reached either in sequence or via flow control statements.* |
| **NORMAL** | *Default tracing mode. Similar to the ERRORS mode except that an error ceiling value (set using the OPTIONS FAILAT instruction form) is used to determine whether or not an error trace should be generated.* |
| **OFF** | *Tracing is turned off by this option although this situation can be overridden by ARexx's TS program.* |
| **RESULTS** | *Traces the results of every expression that is evaluated.* |
| **SCAN** | *Similar to ALL but it is a parse-only scan so the program does not actually get executed.* |

***Table 1: Options available with ARexx's TRACE instruction***

## THE TRACE INSTRUCTION

*The syntax of this instruction takes the general form...*

TRACE [ symbol | stringS | [ [VALUE] expression]]

*which means that three basic forms of the instruction exist, namely:*

TRACE symbol
TRACE string$
TRACE [VALUE] expression

*where the symbol, string or expression must either represent (or reduce to) a positive or negative integer, or be one of the options (or a single letter abbreviation) shown in table 1. Negative numeric values, incidentally, indicate a 'suppression count', which turns ARexx's tracing off for a given number of clauses. A positive value given during interactive tracing indicates that a number of interactive 'pauses for input' are to be skipped over.*

*The trace output itself can be sent to one of three places: Directly back to stdout (which for programs launched from a CLI/Shell console is the CLI/Shell window itself); to a file associated with a standard error (stderr) file handle (this can of course be another console window); or to ARexx's Global Tracing Console (a special console which can be opened using the TCO utility program).*

*Before deciding where trace information should be sent, ARexx checks for the existence of an stderr file handle. If you have opened a window or file tied to this file handle, or have opened the Global Tracing Console (which is automatically attached to stderr), then ARexx will send its information to this destination, otherwise it will send its output through the standard output channel (stdout). The benefit of having trace information sent through a separate channel is simple – it avoids having trace output and normal program output intermixed at the same window.*

*Of course, what we need now is a few examples of these facilities in action to drive home the ideas. Needless to say this is exactly what's coming in the next issue!*

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Neil Mohr thinks some people really do seem to be living in a virtual reality

comms

# Fantasy Net

It amazes me sometimes the gap that can appear between reality and the fevered overblown prattlings of some computer journalists. If you were to believe everything you were to listen to, we should all be living in this amazing place called Cyberspace, zooming at break neck speed down Magically raytraced tunnels, and around bizarre abstract worlds – all presented with graphics that would shame top-of-the-range Silicon Graphic machines. Not that you would have time to stop and admire such a drool-inducing scene as you could be having cyber sex with hundreds of luscious, pouting, ready and waiting sex vixens, from all corners of the globe.

Sounds good to me – I cannot wait to get a slice of that cake. Unfortunately, the reality is a little more down to Earth. Let's face it, you're lucky if you can load the NetScape page in under five seconds, but it seems that many people, when talking about the Internet, live in this possibly hallucinogenically-induced fantasy future.

The icing on the cake came when watching a certain British computer games show, and one guy uttered the words: "I'll just download this movie" and bamm, a QuickTime movie of Drudge Dread instantly appears. Apart from sending me into fits of laughter and swearing profusely, this sort of misleading action is exactly what is going to drive people away from using the Internet.

When actually asked how long it would take to download that movie, the journalist admitted it could take quarter of an hour for leased line users, and at least 45 minutes for normal home users. So what he was showing you was not a true representation of what you would look at on the Web.

All right, I hear you cry, I have just spent the last couple of paragraphs slagging off the Internet, so what good is it?

You want to find out the latest on the Galileo probe. When it was approaching Jupiter, NASA had up-to-the minute position data of exactly when it would reach the Jovian atmosphere. Have you seen the PAWS portable Amiga? Why not check it out at Blittersoft's new Web page.

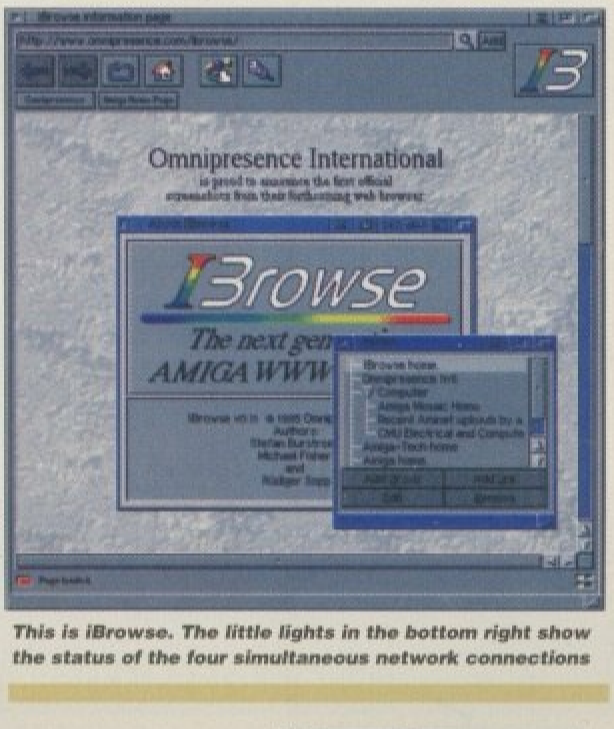
This is what makes the Internet so useful – information. A great example of this was when I was trying to find anything said by Amiga Technologies at the Toaster Expo. My first port of call was the Amiga IRC channel. From here you can talk to anyone around the world in real time. Having found out that the Power Amiga would be using the MPC604, I thought it may be useful to find something out about it. Fire up your Web browser, go to any one of the available search engines – Lycos being my choice – and you quickly end up with a good selection of links to IBM and Motorola's Web pages.

The Internet and all the related services it provides are a great resource, and perhaps in the future some of the things will come to pass. Silicon graphics have produced a virtual web language which allows you to explore a three dimensional space over the Internet. I think many people may need to take a reality check, because it is fine for us with leased lines and free phone calls, but the public, the people who will make or break this thing, do not have these.

## iBrowse available

*Well a demo at least. The much awaited and talked about Web browser, iBrowse, has finally hit the streets. The final program will be a commercial product so only an early cut-down alpha version is available for you to test for 28 days. Point AMosaic at http://www.omnipresence.com/ibrowse/ for all the latest iBrowse information, and the latest demo.*

*Even though iBrowse has taken a bit of a beating on IRC, my early impressions are very encouraging. Allowing multiple network connections, iBrowse can asynchronously load graphics for the current Web page. Even this cut-down version that only allows a maximum four network connections is downloading pages as fast as NetScape, and the final version allows up to ten connections. Along with a large improvement in windows scrolling and the fact it does not lock up when downloading information, iBrowse is set to be the premier Amiga Web browser. But hang on, what is this I hear about Amiga Technologies talking to NetScape? This could get interesting.*




**This is iBrowse. The little lights in the bottom right show the status of the four simultaneous network connections**

## Useful sites

**http://www.amiga.de/**
Amiga Technologies – home of the Amiga. The new Amiga Technologies home page is now up and running in English. Find out all the latest news about the Amiga. Plenty of good information, including speech transcripts from Cologne and the Toaster Expo.

**http://power.globalnews.com/ppchome.htm**
PowerPC News – the PowerPC News home page. A bi-weekly look at the PowerPC world, possibly of interest as the Amiga has had a couple of mentions recently.

**http://www.mot.com/SPS/PowerPC/**
Motorola PPC HomePage – Motorola's PowerPC home page. You want to know anything about the PowerPC processor you can find it here.

**http://www.chips.ibm.com/products/ppc/index.html**
IBM PPC – the IBM PPC home page, more info on the PowerPC processor. IBM tend to concentrate on the future PPC range.

**http://www.uroulette.com:8000/**
URouLette – fancy adding a bit of spice into your life, then try URouLette. This will transport you to a random Web sight, and where you will stop nobody knows.

**http://www.iam.com/**
Intangible Assets Manufacturing – home of IAM. Find out about all their latest products and more.IAM have lots of Amiga networking experiance and is the home of the best disk salvage program DiskSalv.

**http://www.mag-net.co.uk/Bsoft**
BlitterSoft – find out about all BlitterSoft's newest product range, including the yet to be released PAWs portable Amiga kits, for the A600,A1200 and A4000.

**http://www.team17.co.uk/**
The Wonderful Team 17 Web Site! –and it is. Read about all Team 17's latest projects, and try them out to. Find out about Worms and AB3D special addition, looks damn good.

**http://www.cs.colostate.edu/~dreiling/smartform.html**
SavvySearch – a multi-search engine searcher. Increase your chance of finding a useful Web sight with this parallel searcher.

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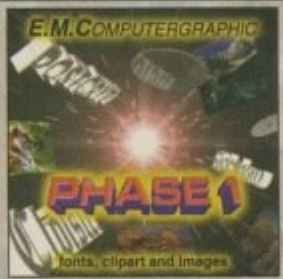
9/10 AMIGA COMPUTING

*"This is an excellent CD" "... it is superbly organised"*
*"...virtually impossible to flaw" "...you need this CD"*

EM MAGAZINE

*"Quite simply, this is one of the best CDs you can get when it comes to fonts and clipart!" "If you only ever buy one fonts and clipart CD, EMC's Phase 1 is the one to go for!"*

# ... AND WE DELIVERED!

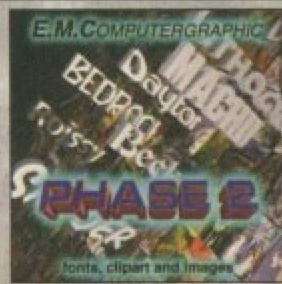


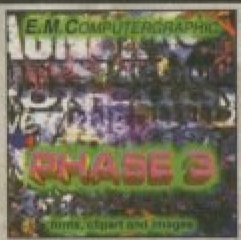

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**IMAGES** In IFF 16/256 colour and HAM interlace formats.
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**IFF** Alphabet (4), Borders (16), Buildings (6), Cartoons (17), Computer (7), Education (5), Electric (6), Food (90), History (5), Natural (59), Space & SciFi (3).
**IFF Col** Fruit, World Maps (of every country on Earth!), Ships, Vegetables.
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**IMAGES** in IFF 16 colour, HAM interlace and IFF 256 colour formats.
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19. High quality images in 3 IFF formats that are fully sorted with thumbnail indexed IFF previews.
20. High quality clipart that has been cropped/scaled and checked.
21. High quality clipart that has been logically sorted into sub directories. The Phase 1 CD, for example, has 114 different Animal directories... ***how's that for sorting!***
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23. High quality clipart that is fully thumbnail indexed.
24. IFF conversions of all EPS clipart. (Just incase you can't use the EPS)
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30. Designed to be used... ***and not to be thrown in the bin!***

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## *E.M.C's INDEX*

Release Date:
11th MAR 1996
RRP £14.99+p&p

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Postage and Packing rates for One CD
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Cheques are subject to 5 working day clearance

# E.M.COMPUTERGRAPHIC

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Frank Nord shows you how to avoid flaws in your adverts

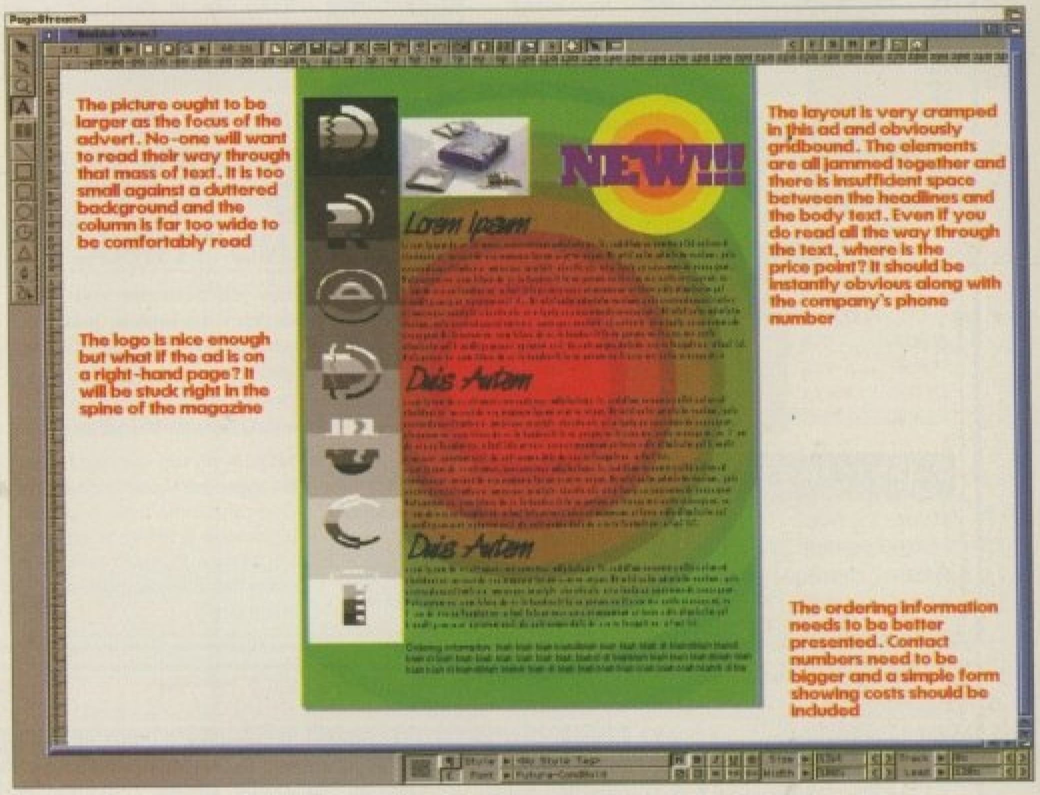
publishing

# The art of advertising

Anybody can lay out an ad that consists of a full-page picture overlaid with four lines of text telling the reader to contact blahdiblah on this freephone number, like those you see in the Sunday supplements, but most ads, particularly in *Amiga Computing*, aren't like that. They actually have to sell a large number of products to a skeptical, but targeted, audience.

As ever, price is of paramount performance and a lot of blurb about the product is usually unnecessary, unless, of course, it is a brand new bit of kit that no-one has seen before or it's a bit esoteric and deserves a word or two of explanation. In fact, we should be able to break down advertising in *Amiga Computing* into three distinct categories – those that have hundreds of products to sell, like games mail order houses or PD libraries, those that have between 10 and 50 products to sell, like most of our advertisers, and ads that only need to plug one or two items like the Gordon Harwood ad for Pro-Grab.

In the first instance, you can't really be too fancy with your layout, particularly if it distracts the eye from searching through the list of items for one that matches your customers' requirements. You should probably end up with a column format for the information, with boxes at the top and bottom of the page for the name of the company and ordering information. It's a bit tricky to comment further on these sort of ads as there is little room left for design elements, but make sure the reader can scan across easily from the title to the price, either by adding alternating coloured bars or by putting a line of dots across (PageStream 3 can do this automatically), and perhaps new items or special offers can be flagged with a different




***Too cramped, too much text. Not the best way to lay out an advert***

colour or a bolder typeface. The third example, single item ads, are the ones with the most design potential. You can do practically anything and sometimes this freedom can be disconcerting. The most important thing is to avoid the 'boxy' look that a lot of adverts produced on the Amiga achieve effortlessly. If you are only advertising one product, you can afford to spend the time and effort in order to make your ad look a bit special. Beware of using too many colours or typestyles. I know it has been said before, but it is a basic rule of layout that you shouldn't make your design too busy.

There are ads in *Amiga Computing* (I won't mention any names) that are incredibly hard to garner any information from because they have colours running riot over the layout and text that is too hard to read. This is not the approach to take. First of all, sit back with a cup of tea or a whisky and plan out your page (or spread) on a piece of paper, just sketching in where you want things to go. Make a list of items that you want on the page, phone and fax numbers, e-mail addresses, price information, delivery details and so on. If you take credit cards, find the relevant images for those you accept and if you can't find any, try the magazine your ad will appear in – they will almost certainly have some. Of course, if you are producing the magazine your ad will appear in, then you'll just have to draw some for yourself in DPaint or, preferably, ProDraw.

Bear in mind the differences between mono and colour artwork if you are producing an ad that will appear in someone else's magazine, and make sure you speak to the magazine's art department well in advance about deadlines if you propose to send them an Amiga DTP file for output. Most magazines have never heard of ProPage or PageStream, so will be suspicious of taking on a file from one of these packages. The problems continue for the Amiga DTP'er as neither ProPage nor PageStream produce files that are even remotely compatible with QuarkXPress or PageMaker.

Probably your best bet if you are dealing with a large magazine is to lay out your ad as you want it and then send the pictures, logos, etc. to the magazine along with a printout (preferably in colour) of your ad for the art department to work from and lay out in the DTP package of their choice.

We'll continue with some of the themes that can be used for your adverts next month and go into more depth on the topic, but until then, be cool.




***More appealing to the eye is this ad with less text and more white space***

## PAGESTREAM PROGRESS

***Not much this month. I haven't heard from Soft-Logik for a while and there's been no news on 3.0i, so I can only assume that no news is good news and they are busy beavering away on it even as I write this month's column. More news as soon as I get it...***

# VISAGE COMPUTERS

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## STORAGE

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| 1 GIG | £209.99 |
| 1.2 GIG | £229.99 |
| 1.6 GIG | £329.99 |

**Seagate**



| 3.5" E/IDE | |
|---|---|
| 420MB | Call |
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| 1.0 GIG | £209.99 |
| 1.2 GIG | £229.99 |

### HITACHI 2.5" IDE

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|---|---|
| 340MB | £179.99 |
| 540MB | £249.99 |
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| 1.2 GIG | £649.99 |

LOW PRICES

**Quantum**



| 3.5" E/IDE | |
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Externally cased hard drives for the A500/A500+. Can be populated with up to 8MB of RAM.

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If you have found a cheaper price elsewhere in the magazine, call us and we will do our best to beat it.

### A1200 OVERDRIVES



| | |
|---|---|
| 270MB | £189.99 |
| 540MB | Call |
| 635MB | £229.99 |
| 1 GIG | £279.99 |
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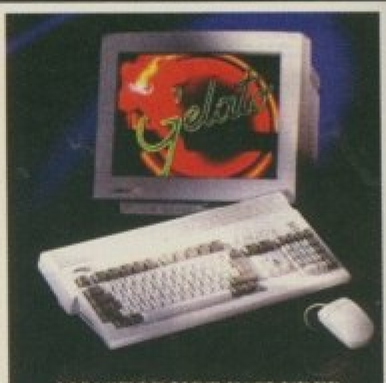
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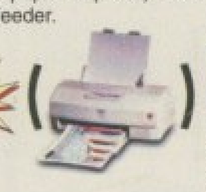
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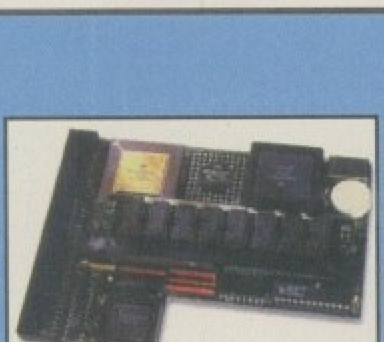
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Phil South shows you how to emulate more arcade game techniques using the not so cheesy Amos

# No1 with a bullet

Flags, eh? I bet you don't think about them or give them a second thought, do you? You don't have the slightest idea what I'm talking about, do you? Well, a flag, for the purposes of this discourse, is a variable which is set to indicate to a program that a certain state exists. So when the flag is set, something has happened that the program should know about, and more importantly doesn't need to check for again. Until, that is, the state changes, in which case the flag is changed and the program then starts checking for that state again. Confused? Okay let's use an example.

In arcade games, you fire a bullet from your gun/ship/laser/whatever. The program checks the fire button and if it's on it activates and moves a bullet sprite across the screen away from the gun, it activates the sound effect of the gun going off, and it tracks the bullet across the screen until it hits something.

So you make a loop to check for the button on the joystick being pressed. Simple enough, yes? Well, the first thing you notice when you write a routine like this from scratch is that when you press the button the loop checking for the button press goes round about 50 times a second, so when you shoot you get a horrible staccato buzzing noise and the bullet doesn't actually leave (or the buzzing noise stop) until you've released the button.

The buzzing noise is the bullet sound, the bang, being played many times over and over very fast. The reason the bullet doesn't leave the barrel is that it starts its journey every time the button is sensed to be in the down position. So how do you make the button press once and only once? Now you're getting the idea. You use a flag. Take the following example:

```
If Fire(1) Then Sam Play 1 : Bob 2,SX,SY,2 :
MX=SX : MY=SY
Add MX,5 : Bob 2,MX,MY,2 : If MX>SX+100 Then Bob
Off 2
```

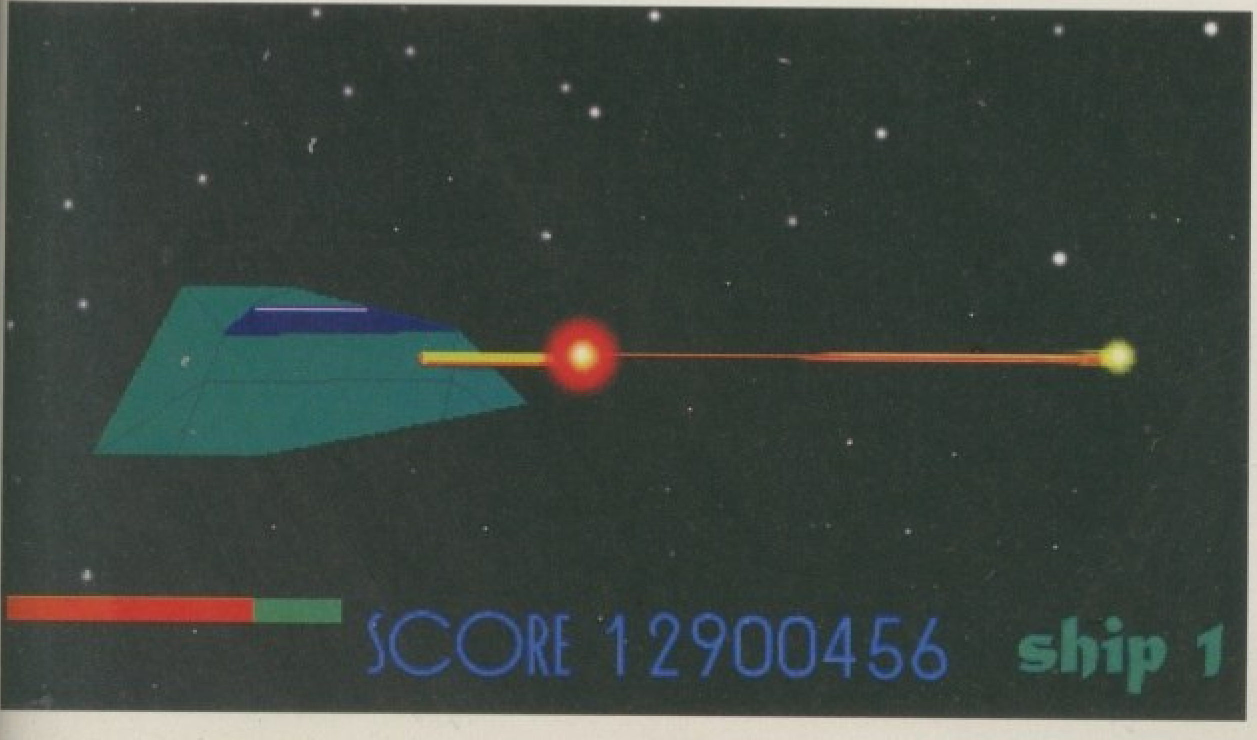
That's simple enough. Sense the joystick, make a bang (in this case a nice sample), then move the sprite two pixels at a time from the barrel to the edge of the screen in a straight line. If it gets 100 pixels away from the ship without hitting something it gets turned off. But this routine suffers from buzzing and no bullets. The better way of doing it is:

```
If Fire(1) and MISSFLAG=0 Then Sam Play 1 :
MISSFLAG=1 : Bob 2,SX,SY,2 : MX=SX : MY=SY
If MISSFLAG=1 Then Add MX,5 : Bob 2,MX,MY,2 : If
MX>SX+100 Then Bob Off 2 : MISSFLAG=0
```

In this version, when the button is pressed the flag MISSFLAG is set from 0 to 1. In the next line the missile is moved only if MISSFLAG is still 1. Until the missile moves 100 pixels away from the barrel, the flag is still set, so the fire button is dead. You only fire one shot. When the first missile vanishes (you could explode it, but in this case it just vanishes), you can then shoot another. Obviously, you could vary the timing so that you can add a multiple shot, perhaps, or make it a second (or 50/50ths of a second) or even half a second between shots, enabling the player to get his finger off the button.

This is an extremely useful technique and one which answers a lot of those questions you ask, like "how do you do that?" Nine times out of ten the answer is either flags, subroutines or vectors. A side benefit of using flags in your Amos programming is that these techniques are used quite a lot in the worlds of C and assembly programming. So as and when you move on to those languages, as you might in the course of time, you will be prepared for at least one cool trick.

***If you carefully follow Phil South's instructions you will soon have ships shooting from the hip – or somewhere***




## Over to you

*Why not send me your examples of flags, and interesting uses to which they can be put. Making a process easier, showing the program that states have changed, even some interesting flip-flop effects (I'll be going into those another time) – anything really as long as it's about 10 lines of code or less and it includes a flag or two. I'm particularly interested in graphic effects, but timing and more mundane task are acceptable. Perhaps there is an interface problem you can solve with these flags?*

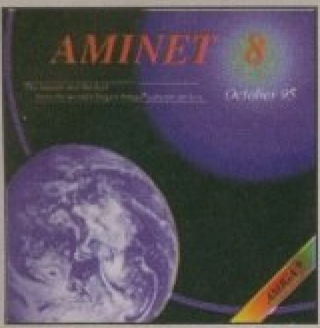
*Look into it. I'll look at the best in a month or two. In the meantime I'll see you next month for another arcade game routine which you'll find handy when you design your own version of an arcade classic.*

## Write stuff

*If you have any other Amos programs or queries about Amos, please write to the usual address, which is: Phil South, Amos Column, Amiga Computing, Media House, Adlington Park, Macclesfield SK10 4NP.*

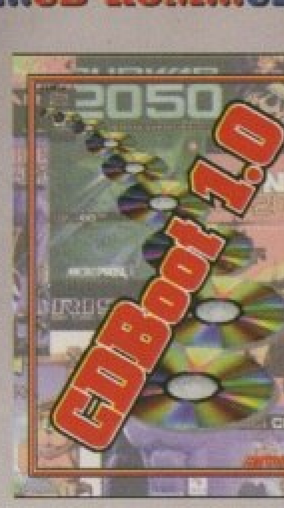
*Please send routines on an Amiga disk with notes on how the program works on paper, not as text files on the disk. Make the routines short enough to appear in print, i.e. no more than about 30-40 lines of code and, if possible, make them use no external graphics, or if they can't be used without them then be sure to provide them on the disk in native IFF format, and the same goes for sound files. Follow these guidelines and you'll be sure of making me a happy man if nothing else.*

D-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...C



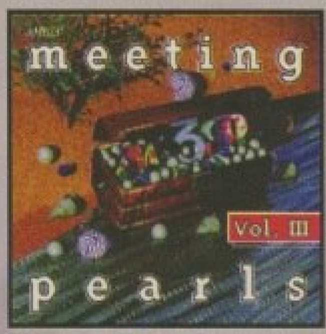

## Aminet 8

Aminet CD 8, dated August 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 7 more than 540 MB new software has appeared. The current edition has a special focus on modules, more than 1000 mods from Aminet were included. User friendly access software makes the Aminet CD 8 a pleasure to use. £14.95



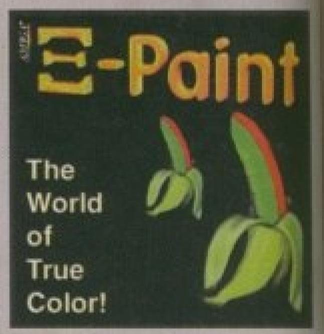

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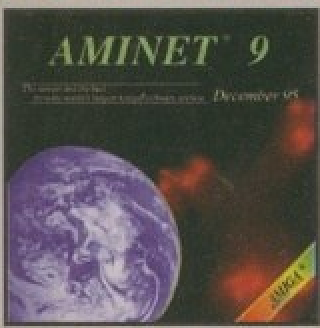

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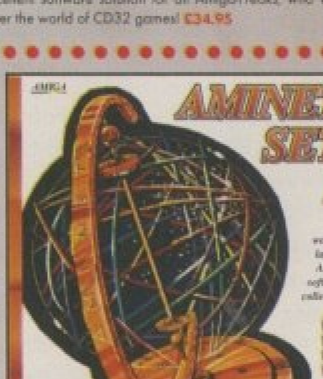

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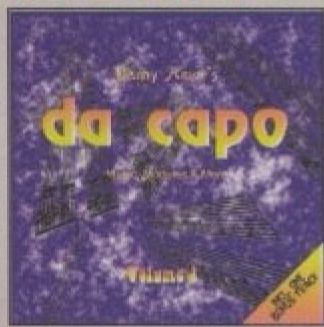

## Aminet 9

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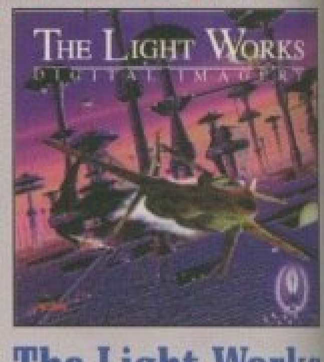

## Aminet Set 1

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ...... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



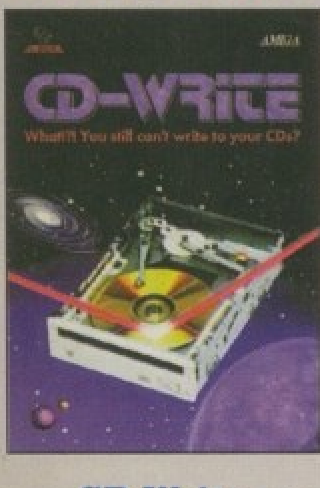

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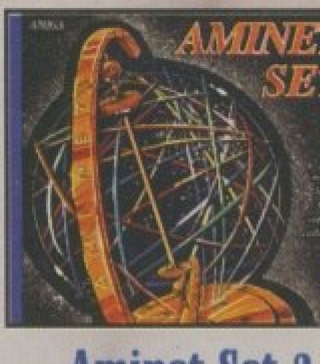

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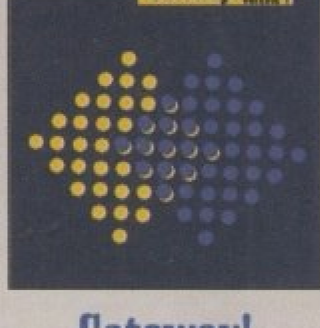

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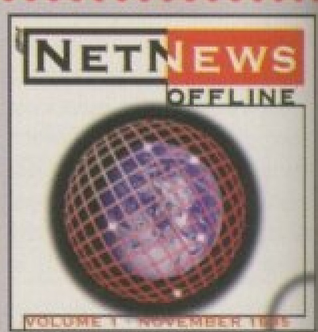

## Aminet Set 2

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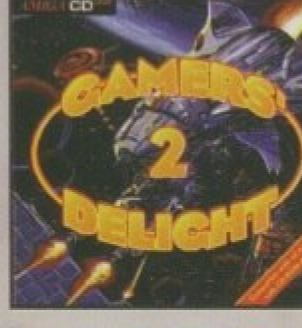

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CHIARI OFFICE · 1995

Paul Overaa looks behind the scenes at a new Amiga music project with a difference

# The sound of music?

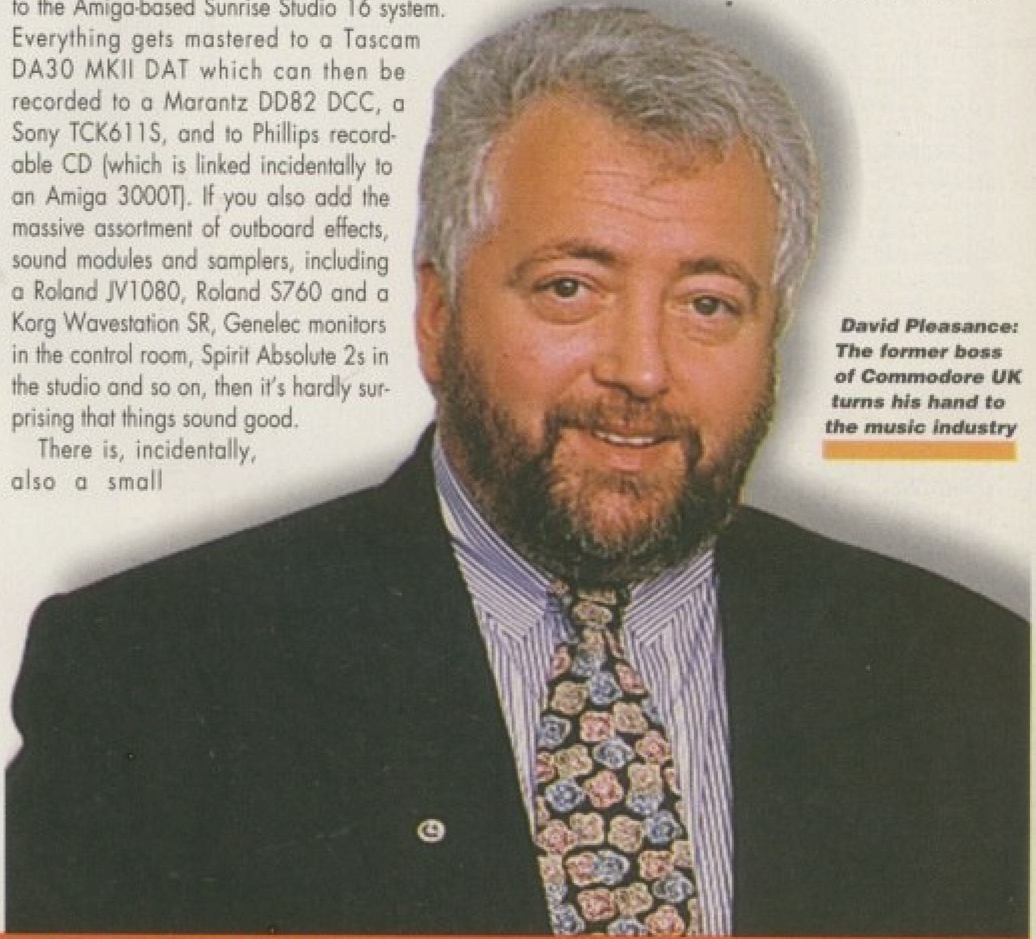
Amiga users are soon going to be introduced, initially via mail order advertisements, to a company called Tangent Music Design and a compact disc (and twin cassette) album called Everybody's Girlfriend. What has this to do with the Amiga music scene? Quite a lot – you see the three partners of Tangent Music are none other than Edward Fermor, Richard Knox... and David Pleasance who, as you'll all doubtless know, was Managing Director of Commodore Business Machines UK until Escom GmBH purchased the worldwide assets of the Commodore group and the UK branch had to close.

What you probably will not know is that David Pleasance is also a musician, a guitarist in fact, with a particular passion for Flamenco. He's had his own Flamenco dance company, has studied guitar in Spain, and has appeared in concert, cabaret and on TV, supporting people like John Farnham and Gallagher and Lyle.

Amiga is actually Spanish for girlfriend and the Everybody's Girlfriend album is then essentially a celebration in music of ten years of the Amiga, with the 14 tracks being inspired by the Amiga, recorded using Amigas, and written and produced by people who know the Amiga.

This first album provides a chance to hear something of the musical talents of David Pleasance. Everybody's Girlfriend was in fact David's brainchild, with the initial planning of the project beginning around November of 1994. Recording, which did not start until September of last year, has been carried out using Amigas running the Blue Ribbon Soundworks Bars & Pipes sequencer, and the Sunrise Studio 16 8-track, 16-bit digital recording system. When it comes to professional recording, however, not even Amigas can work in total isolation and, needless to say, Tangent's 32 channel, 24-track digital recording studio also has its fair share of other hi-tech equipment scattered around. There's a Soundcraft DC2000 fully automated desk, and two Tascam DA88 recorders which link to the Amiga-based Sunrise Studio 16 system. Everything gets mastered to a Tascam DA30 MKII DAT which can then be recorded to a Marantz DD82 DCC, a Sony TCK611S, and to Phillips recordable CD (which is linked incidentally to an Amiga 3000T). If you also add the massive assortment of outboard effects, sound modules and samplers, including a Roland JV1080, Roland S760 and a Korg Wavestation SR, Genelec monitors in the control room, Spirit Absolute 2s in the studio and so on, then it's hardly surprising that things sound good.

There is, incidentally, also a small satellite studio available which pincludes an Amiga 4000/030 running Bars & Pipes where many of the ideas for the new Tangent Music album started life. This in itself should be of interest because this latter type of setup is typical of that which can be found in the home studios of many Amiga-based musicians.



**David Pleasance: The former boss of Commodore UK turns his hand to the music industry**

## The album

*I've been one of the few reviewers lucky enough to get a sneak preview of the tracks on the Everybody's Girlfriend album. It's quite an impressive mixed bag with the music and lyrics for all except four of the tracks being attributed to a band called 'Passion', who turn out to be Tangent's Ed Fermor and Richard Knox, both of whom are established session players. Ed also has lots of TV and video work under his belt and in 1993, for instance, accompanied the renowned deaf percussionist Evelyn Glennie on a world tour. Richard, a singer/songwriter/keyboard player, has played and recorded both in the UK and the States and, as well as various TV appearances, also has a number of film credits to his name.*

*Richard Knox does a good job with the main vocals on half a dozen of the tracks, although there is a particularly good raunchy number called 'Lay You Down' which features P J Philips and Angie Brown on vocals. You'll also find an interesting raw blues track, and a few instrumentals including an excellent David Pleasance Flamenco track 'Para Mi Amiga (Homage to Jay Miner)'. You might like to know, incidentally, that David's personal favourites from the album are the pop song Don't Let Me Fall, the love song called Roses, and an instrumental track, Infinity!*

*I should think that the fact that David Pleasance is both executive producer on the Everybody's Girlfriend album, and one of the musicians, is going to be enough in itself to make this offering a bit of a collectors' item amongst Amiga owners. When you add to this the fact that the album will show you exactly what can be done music-wise with an Amiga sequencer, I suspect Tangent Music are going to be onto a sure-fire winner with this new project!*

## Facts and figures

Compact Disk £11.99
Twin Cassette £10.99

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# AMIGA COMPUTING

## ADVERTISERS' INDEX

Steve White explains how you can make your object brushes dance to your tune

2D paint

# Twist and turn it!

So far we have studied the basic principles of picture design, backdrops and special effects. This month, and for the next few issues, we will be looking at animation principles and specific techniques applicable to animation.

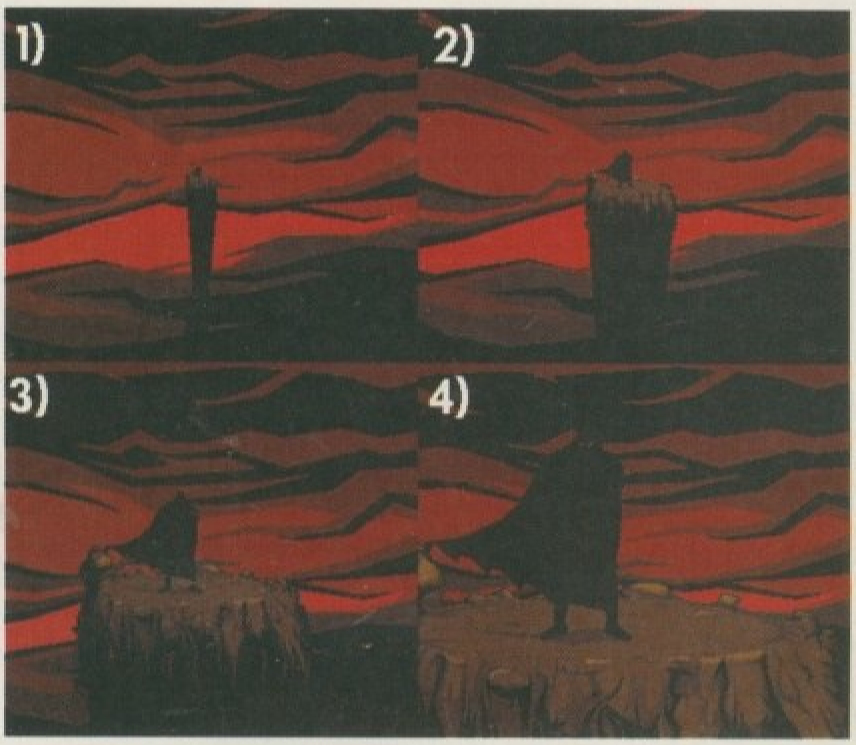
Obviously, drawing single images is a lot less painless than creating an animation, but most reputable art packages include a plethora of different functions that make animation on a computer a hell of a lot easier, and quicker, than that on paper. Unfortunately, understanding the techniques can take a while and even then, applying them correctly can prove a recurring nightmare. So for simplicity's sake, I won't be going into the Nth dimension to explain these functions but will provide simple techniques with results so that you have a head start for your own experimentation.

Just as with a single image, it is vitally important that you put your animation down on paper first in the form of storyboards. Storyboards are small roughs of the key elements, scenes and camera angles within an animation. You don't need to draw in detail, just enough so that you personally understand what it is you're planning and how it works.

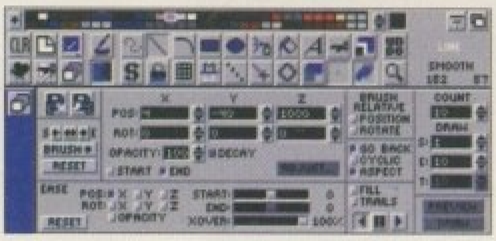
## Rendering options

The next thing to do is work out what animated effects are included and the best options for rendering (drawing) them. To pinpoint certain aspects I will be referring to the animation shown here in the screenshots. The techniques explained can be employed in many different ways and with any animation, not just the one I have supplied.

At the computer, the first thing to do is to design all the objects that will make up your completed anim (short for animation). Although it is more appealing to actually design as you go, I can guarantee you'll eventually wish you hadn't. Create all the objects and save them independently with suitable filenames. If you end up with a lot of objects and they're not properly labelled, you end up wasting precious time and freaking out regularly. With the boring bits out of the way you can then simply click all the pieces together and you'll feel happier, and more confident, spending time getting the finished animation accurate.




**Building an animation is a relatively painless procedure if you stick to the tried and tested methods. Ignore these methods and you're in trouble**

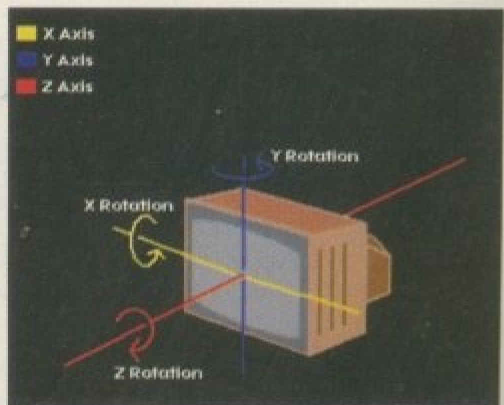


**Both Deluxe Paint and Brilliance feature a comprehensive set of animation functions. Good brush manipulation is essential for speed and flexibility**

Both Deluxe Paint and Brilliance have powerful Move functions. They allow you to set the initial start position of the brush, the end position, as well as any rotations you want to occur throughout the procedure. There are three important values for both position and rotation and these are labelled x, y and z. The x and y are the easiest to explain and understand. With x you can move your brush in the horizontal (left and right) and y allows you to move the brush in the vertical (up and down). If you are moving clouds or a ship you would use the x position, and to move a lift or a helicopter you would use y.

Z is a different matter altogether. If you can imagine a line travelling straight through the centre of your screen, you will have discovered the z axis. When you realise that z moves brushes closer and farther away it is easier to visualise this imaginary line. The position of a brush has two uses – for moving objects or for camera pans. If you move a car off screen from a standstill then it will be clearly obvious that the object has itself moved. However, if you move an entire scene off screen then it will appear that the camera has in fact moved (panned) rather than the scene. The same principle also applies to z. You can appear to move an object closer or farther away but by moving the entire scene you give the impression that the camera is zooming in or out. Sorry to go on about x, y and z, but they need to be understood if you are maximise your potential with computer-aided animation.

X, y and z also feature with rotation as well as position. Using rotation you can turn your brush in every angle while the brush is being moved through the position axis' settings. Rotation is more difficult to grasp than position but if you can imagine the x, y and z position lines on your screen, rotation simply rotates the brush around the corresponding axis, like an apple skewered on a stick. I have supplied a screenshot indicating the position and rotation axis, so if you still can't quite grasp the idea take a look at it.




**This picture should illustrate to you the x, y, z position and rotation lines using your monitor as an example**

## From start to finish

*When zooming objects in you'll quickly realise that the pixels that make up the object turn 'blocky' as they are magnified. There is a way around this which entails drawing the original object at its largest size. You can then set the animation position to the last frame in the zoom and render the brush zooming out, but with the animation running backwards and with a positive value in the End z position.*

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Gary Whiteley offers some helpful advice for would-be Amiga DTV'ers

video

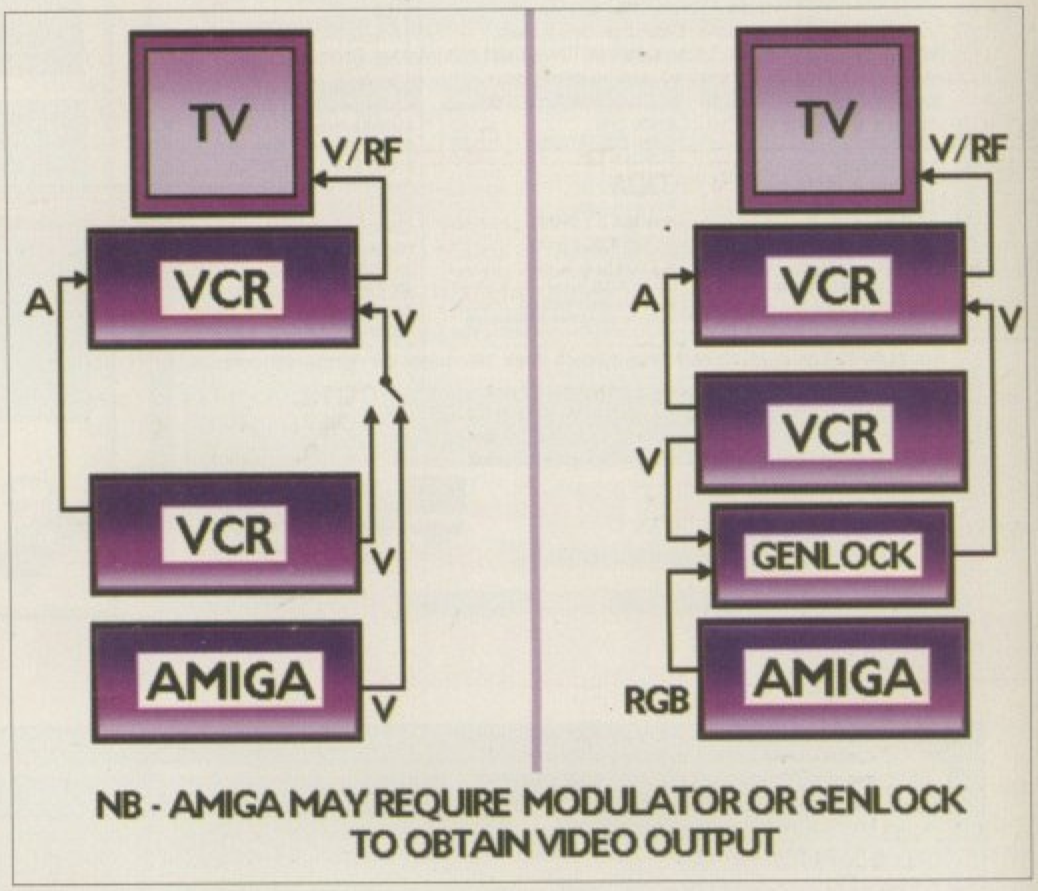
# Titling for beginners

Since I've given you all that font information over the last few months, and hinted at some of the ways you can use fonts for video titling, I thought it might be a good idea to go over the basics of video titling hardware, what you need, how it's connected together and what you might achieve with a basic setup. I'll keep it as simple as possible for those of you with the yearning, but not yet the knowledge, to add graphics and titles to your own videos, such as holiday films, weddings and family events.

If you have an Amiga with its own colour video output (such as the Amiga 1200) then you already have a machine with which you can do simple titling and graphics to video. You probably realise that you can use either the RF or video outputs to display your Amiga programs on a suitable TV, but did you know that you can also use them to record the output from your Amiga to video? The simplest way is to connect the A1200's RF output to the aerial input on your VCR, and then monitor it via your TV in the usual way whilst you record or prepare graphics, though the picture quality won't be marvellous.

## Crossovers

Add another VCR in place of the Amiga and you can copy sections of your production across and make an edit from your original video footage, cutting out all the worst parts. If you want to add a title or graphic simply reconnect the Amiga to the record VCR (the one you're editing onto), use your favourite paint or titling software to make your graphics, and then record them. The quality of the edits you'll get with such a system will be rather hit and miss, since there's no way to control the accuracy of the cuts, so 'glitches' are likely to occur, but for almost no outlay (provided you can get your hands on two VCRs, one of which could be a camcorder) and a TV or two (a second TV is useful for cueing up the playback VCR, though not totally essential) you can at least experiment with video titling from your Amiga.




***Two basic systems for amiga video titling and graphics***

Incidentally, if your VCR has a composite video input in addition to the standard RF you'd be better advised to use it if possible, since the quality will be better than RF. If your video has a SCART connector you can always buy a suitable set of leads to connect from the A1200's phono video output to your VCR's SCART socket.

Owners of most other Amigas won't have it so easy. Inexplicably, for such a DTV-friendly machine, most of the other Amigas in circulation don't have an RF or colour video output, so you'll have to add one in the form of either a modulator, genlock or encoder card, depending on your needs, your budget and the type of Amiga you have.

Each of these devices connects to the Amiga's RGB port and convert the Amiga's native RGB signal to one or more forms of video signal, for instance RF, composite video, or SVHS. Genlocks allow computer graphics to be 'keyed' over background video, enabling text or graphics to be superimposed directly on top of video pictures. In simple terms, this means that wherever the background colour (palette Colour 0) occurs, the video image will show through behind the graphics, though some genlocks permit other colours to be used as their background key colour.

Modulators and encoders simply convert RGB to video and cannot usually provide any superimposition or other genlock functions. They are usually used to take the Amiga's display to a TV or monitor, or to provide a video signal for recording and/or further manipulation. Note that an encoder will generally provide a higher quality output than a modulator, since they are built with video in mind, rather than TV display.

If you hadn't already realised it, you'll also need two VCRs if you want to use a genlock. One VCR provides playback for the source video, which in turn is needed to 'genlock' (in other words, synchronise) the Amiga's display timing to that of the incoming video signal, while the second VCR is necessary to record the composited graphics and source video from the genlock's output.

## Single connection

*In addition to its overlay functions, the advantage of using a genlock is that you don't have to keep reconnecting equipment, since it can output either Amiga graphics, incoming video, or a combination of both, so if you just want to edit picture only simply switch the genlock's output to Video Only.*

*However, a genlock still won't cure glitchy edits, since it doesn't affect the way that two (unsynchronised) VCRs relate to each other whilst editing. In fact, without a proper editing system which synchronises the two VCRs, you shouldn't expect either split second accuracy or perfectly clean edits. Remember that you're working on the cheap, so bear this in mind before you get depressed wondering why your £1000 cobbled-together video edit suite can't compare to a £10000 Pro-SVHS or £30000+ BetaCam system.*

## Contact point

You can e-mail Gary Whiteley as drgaz@cix.compulink.co.uk

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3D graphics

Paul Austin explores the on-line offerings for the 3D enthusiast

# The invisible resource

You could be forgiven for thinking that the Amiga on-line experience consists of Aminet and not much else. However, the reality is very different. Take a trip to ***The Amiga HomePage*** and you'll soon realise there's a lot more on offer to Amiga folk than the world's biggest PD and Shareware archive.

For 3D fans specifically the real heart and soul of the web has to be the Tomahawk site which can be accessed in all its glory via the web courtesy of the WaveRider Homepage.

From here the casual browser gets access to a truly massive collection of models, textures, images, hints, tips and just about everything imaginable for hard-core LightWave fans.

Thanks to some thoughtful page design WaveRider can be used as a jump point to just about everything of note when it comes toLightWave on-line.

Needless to say you're free to browse the finer points of the Tomahawk ftp archive, but in addition you're given the option to link up with various other Amiga 3D oriented ftp sites, and even the odd gopher site gets a mention and potential hotlink.

Obviously models and modelling add-ons available from the ftp site ar at the top of most people's shopping list. And true to form WaveRider offers a concise and friendly means of listing and subsequently accessing the goodies on offer via a excellent hot linked index.

To add even more user friendliness to the WaveRider experience the site is about to implement a Java oriented on-line preview of the models available from the archives.

Soon anyone kitted out with a suitable Java compliant browser will be able to audition the models on offer actually on the site, prior to committing to what can often be a very sizeable download. If you're in the market for lots of LightWave freebies WaveRider is simply too good to ignore.

### LightWave contacts

| | |
|---|---|
| WaveRider | http://tomahawk.welch.jhu.edu/ |
| Newtek | http://www.newtek.com |
| Engulf & devour | http://is.eunet.ch/People/ahd/home.html |
| Digital Dream | http://uptown.turnpike.net/H/Herbert/ |
| Imaginative Systems | http://199.234.150.15/ |
| Long Island Media Group | http://www.li.net/~rlhomme/limg.html |
| The New Graphics BBS | http://www.graphics.rent.comi/ |
| Side FX | http://www2.hunterlink.net.au/~ddrjb/ |
| Electron Dreams: | ftp://ftp.pd.org:/pub/edreams/lw |

## THE IMAGINE ANGLE

*Although perhaps not offering the technical excellence of WaveRider, Ian Smith's Homepage certainly does its bit for Imagine users on both the Amiga and PC.*

*Thanks to Ian's efforts as a Shareware author, Imagine fans can download a very respectable collection of add-ons, textures and utilities, with notables being Ian's own creations which include a collection of nine algorithmic textures and a variety of support programs, including a texture interface and assorted file conversion tools.*

*Add to that an excellent sub-page entitled 'The big List of Imagine Tools' and you arrive at an invaluable resource for Imagine fans on both Amiga and PC. Split into two categories, 'The Big List' offers a collection of texture sets and add-ons plus an impressive range of even more format conversion tools allowing object transfers between Imagine, LightWave and Real 3D.*

### Imagine contacts

| | |
|---|---|
| Conny's corner | http://www.is.kiruna.se/~cjo/ |
| Imagine mailing list | http://www.is.kiruna.se/~cjo/rt-iml.html |
| IML faq | http://www.is.kiruna.se/~cjo/faq7/main.html |
| Dare 2 Imagine | http://www.is.kiruna.se/~cjo/d2i/main.html |

## REAL 3D

*Last but not least in our on-line extravaganza comes the good old Real 3D. Basically the format is a familiar one, with the best jump point being offered by the Official Real 3D Homepage.*

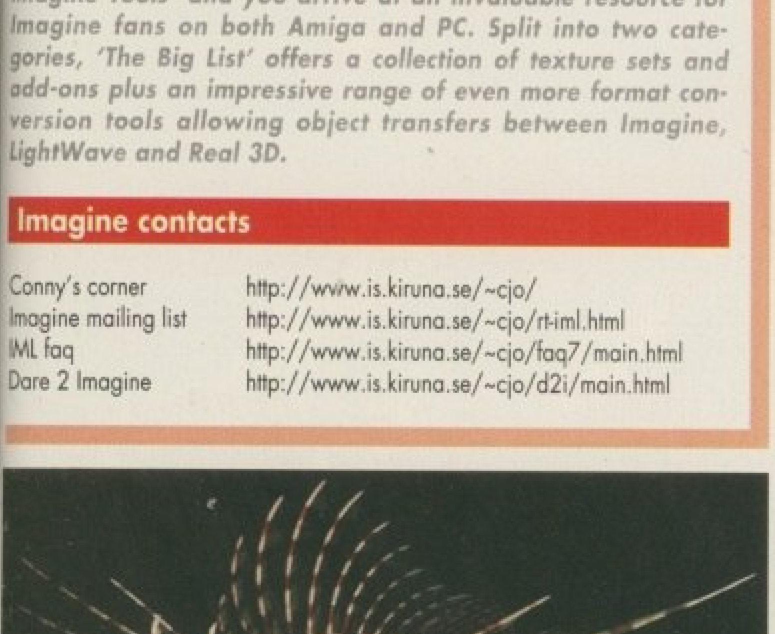
*From here you can hotlink to a variety of sites. However, be warned – this is a media rich site which demands a fairly quick connection. Leaving aside an assortment of sexy graphics and commercial plugs for the software, the real highlights come from a sub-page creatively entitled 'Other.' From here you can link up with the various resources floating around in the electronic ether. Needless to say, given the inherent complexity of the package, joining the mailing list is a particularly wise move.*

*Aside from the Real 3D specific stuff, the official site also boasts an impressive collection of links to more general 3D-related web resources, all of which are well worth a visit regardless of the allegiance to a particular package or platform.*

### Real 3D contacts

| | |
|---|---|
| Real 3D Homepage | http://www.real3d.great.fi/ |
| MSA Real3D Homepage | http://www.msassoc.co.jp/msa/ereal3d.html |
| Real 3D Activa | http://www.win.net/~real3d/ |

The sites, resources and URLs spotlighted in this column are by no means the whole story when it comes to Amiga-related 3D on the web. Having said that, they should offer a useful introduction to what's on offer. When you've got the time, be sure to check out the assorted contacts panels – they'll all lead you to even more sites software and assorted goodies. Have fun...





**A demo download that proves there's more to the Amiga on-line experience than bucket loads of assorted shareware**

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- 1233 ROACH MOTEL
- 1243 A12 TECVENTURE
- 1296 HARRY HADDOCK

**SPACE BLASTERS**
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- 1158 THESIUS A12

**ARCADE GAMES**
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- 1168 S-TANKS V185
- 1179 A. BASH NOT 1.3
- 1187 2DSK DARK ANGEL
- 1192 2DSK A12 D.N.X.
- 1206 GORY XMAS
- 1207 SHOOT BADDIES
- 1232 C-TANKS NO 1.3
- 1235 LEDCLONER 2
- 1237 ARTILUS 2 NO 1.3
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- 1242 GALLEONS
- 1244 EARTH DEFENCE
- 1265 FRENTIC NOT 1.3
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- 1281 A12 FUNHOUSE
- 1295 A1200 APPLEJACK

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- 693 MISSILE COMMAND

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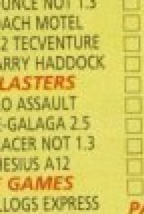
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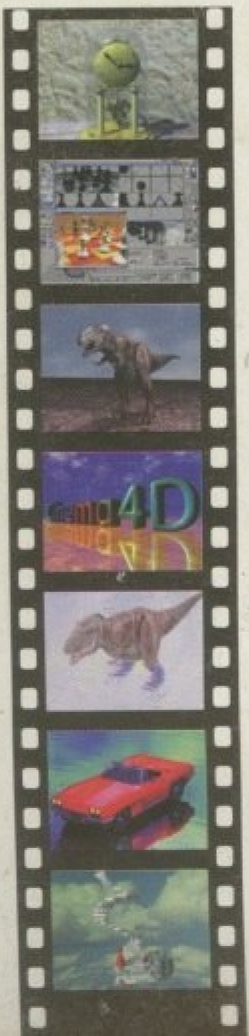
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